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Editorial

A feast. A veritable feast we have for you this month my friends. Not only do we have lots of reviews for you to salivate over (just make sure you mop up afterwards), but there's news and features aplenty. Our Kerry has been to more shows than you've had hot computers this month, which is why there's a spanking eight pages of info on all that's happening in the biz. If ever you wanted to know what the minds behind Mirrorsoft are planning, tune into the Mirrorsoft Profile, and for hints and tips fans we've got four pages for you this month, and more next. Remember, it's you that writes the stuff for F.B.I so send in your words of wisdom. There's seven pages on consoles, three on PD and three for budget games, we've got columns for role playing, computer adventure and strategy games, features on Cyberzone, low cost cameras and paintball. In fact what don't we have for you this month? Well an article on Peruvian nose flutes for one thing, but hey, if you guys want one I'm sure someone on the mag wouldn't mind a trip to Peru. Right, so you've figured that we're giving you plenty of stuff here, but apparently there's still one or two of you who are confused over what we are about. So, for absolutely the last, get while you can, never to be repeated, explanation, here goes. What you are reading is a multi-format (ST,

Amiga, PC, C64, Console) games entertainment magazine called Computer Fun which sells for £1.25. Because we like to give you a good deal we also develop in house our own games for the ST, Amiga, PC and C-64 (in fact we've got a couple of top European development teams writing for us). These games have a cover with instructions and sell for £4.99 (16-bit) and £2.99 (C-64 tape). The names to look out for are ST Fun, Amiga Fun, PC Fun, and C-64 Fun. Because we are quite generous chaps if you buy one of our games, you also get our Computer Fun magazine free inside the ST/Amiga/PC/C-64 Fun cover. So don't buy one of our games and a copy of Computer Fun, because you get Computer Fun free inside anyway. But if you don't want to buy a game and just fancy reading 100 pages of all colour editorial then place an order with your newsagent for Computer Fun now. At only £1.25 you're getting a pretty good buy and a damn fine read. Righto, this months Ed's Editorial compo. Which game review is this sentence from, "the populace quickly grew disillusioned with these free-loaders and chucked them out." If you know send your answer on a postcard to the Alban House address and the first correct entry out of the hat wins £50.

*Duncan Evans
Head Trout Keeper*

NEWS 6

Kerry Evans goes to town with a whopping eight pages of news and info.

UP PERISCOPE 14

In view this month are 3-D Golf from Microprose, Thunderjaws from Domark, and First Samurai and Legend from Mirrorsoft.

ON SCREEN 17

It's down to the video vault with three of the latest releases in home rental. For the record catch up with The Exorcist III, Darkman, and of course, the Turtles.

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Deep in a remote West End pub, Adrian Pumphrey caught up with the producer of a new TV series that could be on your screens by the end of the year.

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It's the latest chart of what you the funsters are buying, from our mates in the Virgin Megastore.

RAT ON A STICK 22

The Rat goes up to four pages. Tune into the Wooly for the latest from the world of board and role playing games.

ARCADE ACE 26

John 'White Slave Trader' Cook finally puts fingers to keyboard for the first of our regular descents into the arcades.

PAINTBALL FRENZY 28

Make my day punk! The Computer Fun boys descended on a wood somewhere in Buckinghamshire, armed and ready for combat. Eight hours later, tired, sweaty and slightly painted, we returned home to reveal all about Britain's fastest growing sport.

MIRRORSOFT INTERVIEW 32

We sent Kerry down to Mirrorsoft armed with a blowtorch. This is what she got out of Mirrorsoft's head honcho.

COMBAT ZONE 35

This is where the action starts. Turn to page 35 for the low down on all the reviews in this month's issue.

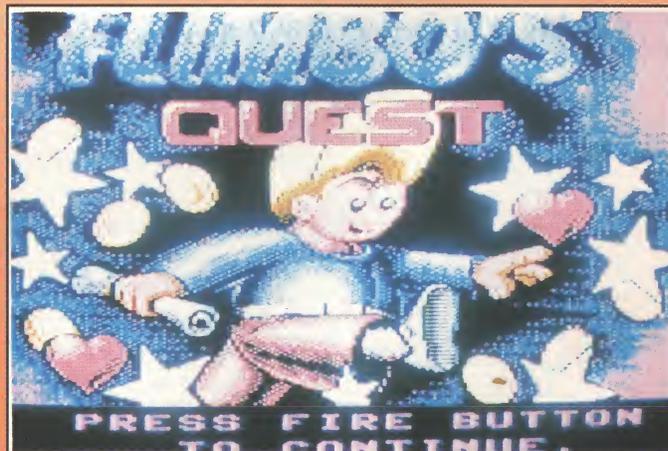
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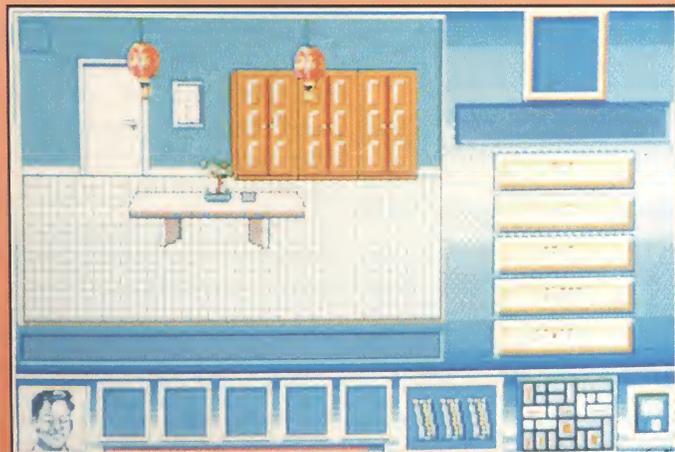
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Games Editors: Kerry Culbert, Mark Ulyatt •

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We regret we cannot reply to individual enquiries, either by letter or phone. We need all the time to let you even have more fun with COMPUTER FUN. No part of this magazine or the disk/cassette may be reproduced without written permission.

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A baffling and bewildering barrage in the bargain basement. Honest, there's loads of cheap software under the microscope so check it out.

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Would you believe the Ultima series has been going for ten years ! Now's your chance to take it all in as Adrian Pumphrey charts the progress of Lord British.

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Here it is, the seven page Computer Fun-guide to the consoles and software. Part One. More next month as the Fun coverage goes mega.

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Even cheaper than the budget software, and in some cases better, it's PD time. And yes, this month there's PC and ST as well as Amiga.

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MegaTraveller 1 comes under Mark 'Wooly' Ulyatt's beady gaze this month.

F.B.I 94

Otherwise known as hints and tips, and four pages worth of clues and help including a complete solution to Beast and half of the solution to Beast II.

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The whinging goes on.

... News

Kerry Evans pounds the streets of Europe hunting down news where ever it lurks, beating it on the head with a large stick, and then gluing to the pages of Computer Fun.

NEW DISCOVERY

Fans of Virtual Reality helmets can now buy a colour telly shaped like a sci-fi helmet. Not designed for a country cottage style bedroom but great in your hi-tech computer control room, the **Discoverer** is almost as worthwhile discovering as the moon was all those years ago. Whether you use it to watch Grange Hill or as a temporary monitor for your C64, the set is easy to lug around since the little black or red cutie comes on

wheels so that you can tilt the body of the TV and watch it from whatever angle takes your fancy. In fact not only does this little number move well, but it also has a dome shape as stunning as the one at St Paul's Cathedral, London. The detachable curved flip-up visor which gives you a clear focus up or down means the machine looks good and moves better than John Travolta. The unusual remote control which comes complete with a sliding cover looks pretty cool too. There are loads of little add on functions which make the set such good value and fun



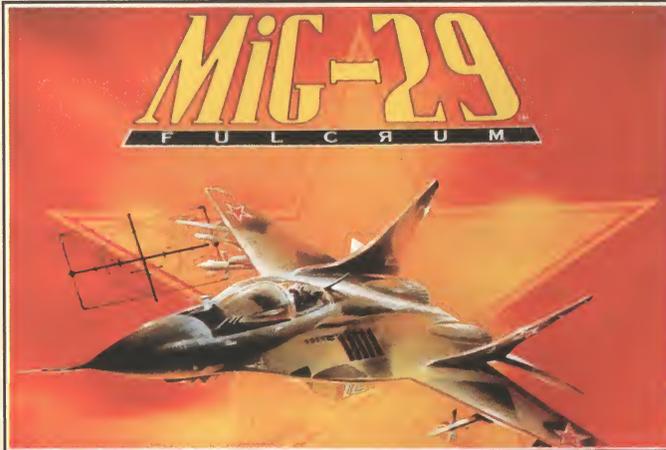
The Philips 14 " colour TV

to twiggle with. There's an on screen display, 40 channel presets and a sleeptimer. In fact the only trouble with the Discoverer is that the set itself is so interesting, I only hope the 14" image you choose to oggle at lives up to expectations. The Discoverer will only set you back £249.99, so hopefully there will be some dosh left to snap up other new products in the "Your TV" range which I'll keep you posted about.

DOMARK GUILTY OF ASSAULT

You'll be pleased to know that one of your favourite software houses haven't been arrested, charged and prosecuted for beating up members of a rival software house. What they are guilty of is being into is assault Harrier style. The latest flight

simulator from Domark is based on the American Harrier aircraft which goes under the name of AV-8B, but if you rush out to your local software shop to buy this package now don't comit assault when your ever friendly dealer tells you to go fly a kite. Although the game is coming out on Amiga, ST, and PC, the release date won't be until the later part of next year. Look on the bright side though; at least you'll have enough dosh to buy the game by the time it does hit your stores. For those of you who aren't yet Harrier freaks, **Harrier Assault** takes as its subject matter the VISTOL aircraft utilised by American Marines who, when they aren't posing on barstools, operate out of aircraft carriers on daring flight missions. There are strategy and role playing elements involved, and the main mission is straight forward enough. As Commander of the



It's magic - MIG-29 becomes super-MIG

Rapid Response Force, you are given the chance to set troop objectives and give general flight support on attack and reconnaissance missions. Since the Gulf crisis there have been a lot of simulator games released, but this particular one is worth checking out as unlike most other games of its kind the movements of the task force take place on a global scale. If you'd rather stick with S.American scenarios then you'll only have to wait until September for what seems to be an improved version of MIG-29.

MIG-29M

SuperFulcrum features a redesigned cockpit and instrument panel as the old analogue style instruments have been ripped out of the control panel and replaced with a three-screen video system onto which the pilot can call up the necessary information from an easy to get at menu system. A new transparent cockpit has been developed, the engines have been updated, and the SuperFulcrum has the power to carry a fresh brand of missiles. You'll have to be more on your guard though as the enemy are better equipped too. They have at their disposal the AWACS spy planes, anti-aircraft tanks and helicopter gunships. In fact your strategy will be dictated by the number, type and strength of enemy units on the go at any one time. There are a

few added features which by themselves aren't that important in the scheme of things, but which add to the realism of the missions. Air-to-air refuelling, friendly fighter squadrons and the addition of civilian aircraft all help to make you feel you are actually there. Fans of MiG-29 needn't feel cheated though as an upgrade pack to the game will be available in October at a reduced price. Domark is not content with gaining territory on earth it would seem. In November of this year they're going to invade space and the imaginary world of Persia a little earlier on in September. Kremlin, Domark's in-house development team, are working on the Sega conversions of Prince of Persia and Super Space Invaders at this very moment.

CHINESE WHISPERS

Did you know that publishers of educational software Soft Stuff are at loggerheads with Database over their Puzzle Book range? The last number in the series Soft Stuff produced was Puzzle Book 2, so naturally enough they wanted to call the latest version **Puzzle Book 3**. Chris Payne of Database isn't too pleased with this title though as he feels that it sounds too much like Fun School 3 which was a huge hit for Mandarin. David Chamberlain of Soft Stuff told us (tongue in cheek) that if Database were so concerned about the title then Soft Stuff could always change it to Puzzle

Book 4 instead! Somehow I don't think Europress Software (as Mandarin now call themselves) would be too pleased about this as it is soon to release Fun School 4. Puzzle this one out if you can! Rombo Ltd., one of the top European video producers for the Amiga, are presently working on a bustop for their Complete Colour Solution which was released in March of this year. The company is also working on a colour splitter for their 2,000 series of products... The UK's biggest International record fair, the Brighton Record Fair, kicks off its season of seven shows on Monday 26th of August. Admission on the door is £1.50 from 10am-12pm and 80p from 12pm-5pm. What better way is there to spend a lazy Bank Holiday than rummaging through 150 stalls of records, CDs, tapes, tour merchandise and music goodies? Further details can be had by ringing (0273) 608806. Skateboarding fans in the UK will be pleased to know that the first ever British skate video has recently hit the video shelves. Released by a com-

pany called Death Box, Spirit of the Blitz features street action and the like on display from all over Europe. Wow! Staying on the subject of animation, Arnie fans will be pleased to know that the filming of Terminator II is now complete. With luck it should have hit the silver screen by the summertime. I'll leave you picturing those lovely muscles and move onto some less sweat provoking if equally exciting games news from Entertainment International.

ELITE SCORES WITH TEMCO

Manchester United may well have won the European Cup Winners Cup this year, but Elite plan to score with the Tecmo programming team in 1992. Tecmo's **"World Cup 90"** has been a top coin-op for the last two years, and is currently being converted for the ST, Amiga, PC and C64 by Elite. There is bound to be plenty of action if the coin-op version is anything to go by. Sliding blocks, jumping blocks, diving head shooting and overhead kicks are the or-



Last battle: Chop Suey anyone?

News

der of the day. The home computer version will go under the name of "European Championship 1992" and is rearing to go with top teams who want to be the tops in Sweden. I wish the lads all the

reflect fairly recent UK VAT increases retailing at £20.42 for the Atari version and £25.53 for Amiga and PC versions. You'll have to wait to next month for the C64 formats though. Both the cassettes and disks will be out in August. The last Elite coin-op conversion I'm going to wet your appetite with this month is **Edward Randy**. This is a



Last battle: I used to dance with the royal ballet...

best. All that charging around on the pitch is bound to make you hungry, so reach for your chop suey and prepare to make a few chops of your own in **Last Battle**. Another coin-op conversion licensed from Sega, "Last Battle" will be released during Summer '91 if all goes well. The most startling aspect of the game revolves around Aarzak who wields his "Jet Kwon Do" Martial Arts against loads of baddies. The poor lad is under constant attack from swordsmen, rocks, daggers and little terrors who have been watching too many old episodes of Kung Fu. The way to win the day is to use the right tactics at the right time as you move through the territory towards the Last Battle. Don't forget your chopsticks and a clean change of underwear, will you? ST, Amiga and PC versions were released on the 17th of June in Europe and 26th of June in the UK. Prices

bash 'em up with a difference as the fight scenes take place on the wings of a fleet of biplanes as they shake more than a milk shake across the skies. There are piles of levels which take place across Land, Sea and Air. Watch out for the kinky whip which has more uses than a carrier bag. Edward Randy will be out on all formats sometime during Spring 1992.



Sound Master II: Covox sounds come cheaply.

SOUNDS COVOX TO ME

If the sound that comes out of your PC is as raw as eggs, **Sound Master II** could just be the answer to relieve your aching eardrums. The sound board comes complete with MIDI cables, a music composing program, a graphics based sound editor and direct-to-disk recording and playback software. The playback facility is particularly helpful for long sound files, especial-

sounds so good you'll just fall in love with the sweet sound that wafts out of it

TECHNO TURBO

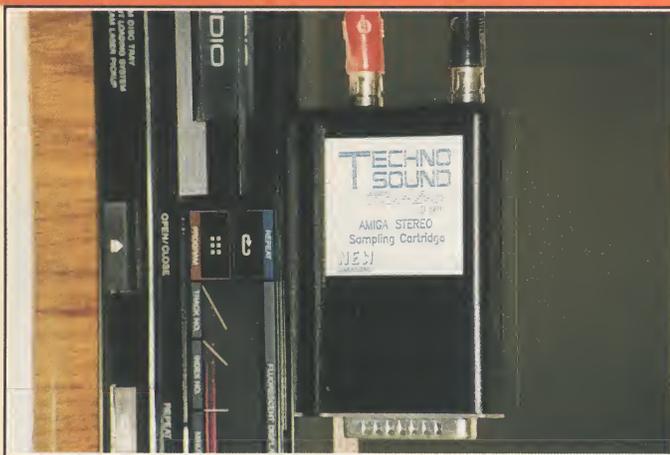
It looks like PC owners aren't going to be the only funsters making sound waves this summer. Gordon Wheatman of New Dimensions tried to tell me all about his new sampling and mixing system for the Amiga at the Computer Shopper Show in May while



Techno turbo: Stereo sampling with one cartridge.

ly as the price of the package is affordable at £179.95 plus VAT. When Sound Master II was released in America in January of this year, Mark Stewart, President of Covox, told us that the "...sound quality and supporting features...blows away anything else near its price range". Launched recently in Europe, all you funsters out there with PC's will have a PC which

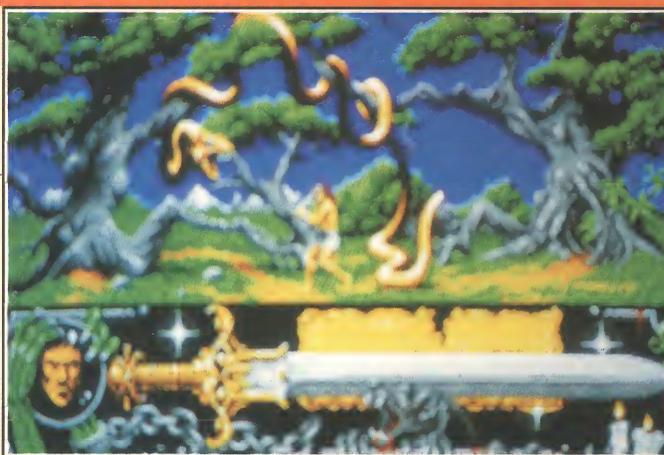
sound samples blasted out of mega speakers in the background. The thing I like about this package is that it includes a song sequencer which links your samples together to create songs. Now Amiga owners can play at being recording engineers too. A midi sequencer lets you do all kinds of clever things like playing four samples simultaneously using the four channels of the Amiga. If you want to create something a little more sophisticated then check out the Echo feature which provides a wide range of real time effects including mega echo, vibrato and a variable digital delay which lets you control the volume and time delay of the echoes by the adjustment of graphic display bars. For the wicked at heart the synth aspect provides scary sounds like a Dalek and the Exterminator which will put the willies up Aunt Bertha at your next birthday party if



Techno turbo: The ST has competition at last.

you use them through a microphone. A new aspect of the package which will make your sounds appeal to techno freaks everywhere is the Phaser, which is part of the F-X function. You'll be pleased to know there's even more good news to come though. Most recording studios don't come cheap, but this one will only cost you £35.99. Add £1.00

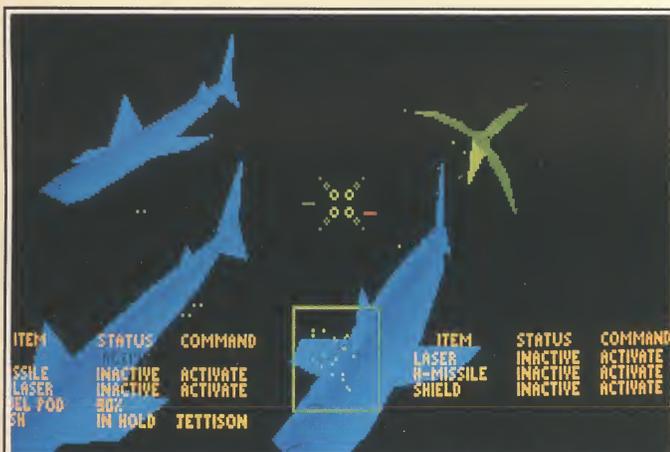
will be drawing your pension), a time when man is said to have defeated disease, poverty and hunger. As you can imagine there aren't now many challenges left in life, hence the need for the creation of law free zones where almost anything can happen. This is a scenario which only the bravest of gamers can face. Your task is to enter one



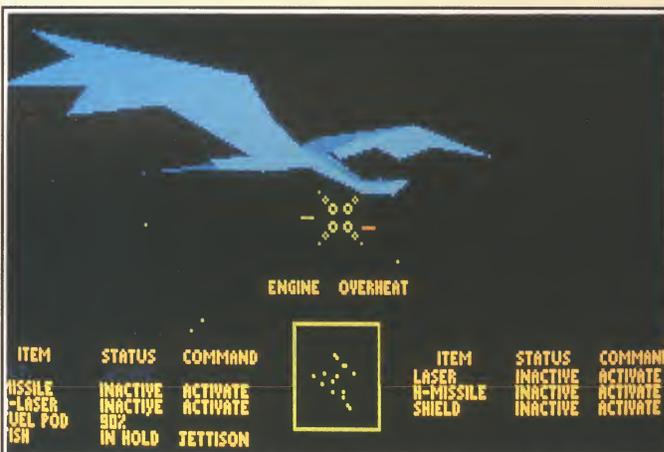
Exploring new empires: Fried to a crisp.

of these twilight zones (which just happens to be located in the boiling depths of Jupiters red eye). Your task is to film and maybe take part in as much death and destruction as is possible. (It just makes your blood freeze thinking about it, doesn't it?) There is plenty to get up to in this savage world. The 3D graphics are realistic due to the light

source illumination and smooth Gouraud shading. This effect is achieved a little like smudge shading when sketching with pencil, as colours are spread averagely on the faces of a shape. This blurs the boundaries between polygons and so gives the shape a smoother appearance. In fact detailed animation is the strong point of this game.



Exploring new empires: What a whopper!



Exploring new empires: Left a bit, down a bit, fire!

for postage and you can order **Techno Sound** direct from New Dimensions at: New Dimensions, Brooklands Drive, Bryngwyn, Raglan, Gwent, NP5 2AA. For further details the number to call is 0291 690933/690901.

EXPLORING NEW EMPIRES

Entertainment International is to release two futuristic and one magical game in the near future. **Eye of the Storm** is set in 2207 (when even you



Exploring new empires: Reach Jupiter or die.

There are over 100 faces and 26 animation positions. Despite the fact that a gaseous atmosphere sounds boring, there are a vast amount of missions to complete and with plenty of space combat involved. If you are still hungry for adventure though, why not have a bash at **Cyber Space**, a futuristic role-playing game set in San Francisco in 2090 AD. The game has been licensed from a company called Ice and uses Vector graphics combined with 3D bit mapped graphics, and you can help shape them by

creating a varied cast of characters...from Punks to Cybernetic Mercenaries. I bet any Mercenary would be glad of a sword the size of the one featured in the third game, **Death Bringer**. This leathel weapon reminds me of the sword featured in the sci-fi writer Michael Moorcock's series of books about the albino Elric. Old Elric had a sword called Stormbringer which drew power from the evil of man, and Death Bringer must be a distant cousin or something. Death Bringer was created by a bunch of evil Wizards in order to destroy Karn the Barbarian (he must exist because I saw him in my back garden yesterday). This scheme has back-fired on the little devils because the sword has fallen into Karn's hands, and now the two evil whippers are out to waste the Wizards and anything else that is unfortunate enough to get in the way. There are plenty of innocents to go by the wayside in 30 inter-connecting levels with 20 varied scenes per level. There are over 600 scenes of graphics in all, with horizontal scrolling on most levels. In addition there

are 36 levels of parallex scrolling and massive end of level guardians to catch your eyes. The digitised sound effects seem to be coming along well, but it's the baddies I like. Tree creatures, metal chickens, jumping rocks and Dragons to name but a few...there are just so many! Watch future issues of Computer Fun for more information on these games.

MODEM FROM FALCOM

The Falcom **FCM2400** is said by the company to be the

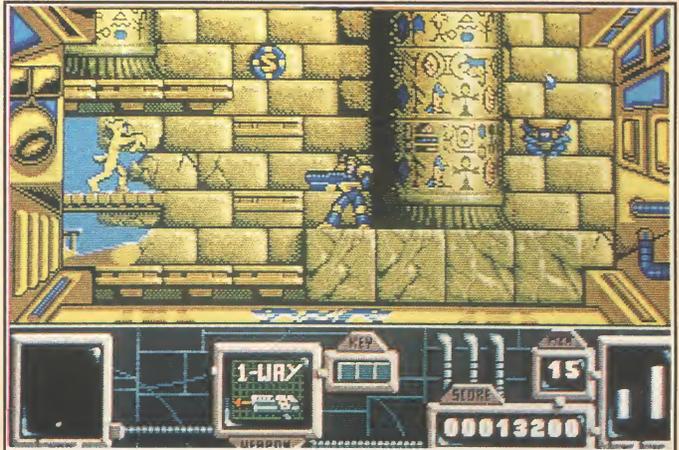


R-Go-0

cheapest of its kind. I'm not 100% convinced this is the case, but at £345.00 it is good

value for money. The appealing thing about this particular modem is that you can have it up and running in minutes without even the need for

the pipeline. Another game which the company produces which is worth the while scouring the shelves for is **Argonaut**. Out now on the



Building castles: Take that you old troll.

a screwdriver. The FCM2400 is packaged complete with everything required for starting work on the spot; even

Amiga, Argonaut costs a measly £19.99. An arcade style of play is required along with the burning desire to become a second Indy and collect artifacts. The whole driving force of the game is to collect 8 artifacts from each level you see. Each one is protected by a force field which is turned off in no ordinary way. You better not be the type who scares easily because you must collect the computer pass's from the debris of dead aliens in order to deactivate each frizzle area. Argonaut is 8-way scrolling and you look down on the action, so there is no chance you won't realise if you are being fried to a crisp or not. So why not munch a packet of crispies (instead of becoming one) and try this game out?

BUILDING CASTLES

Electronic Arts showed us a regal game called **Castles** at the European Trade Show recently. Like Sim-city it is a creative game as you take on the role of an artisan and build your own castle (well you could hardly afford to pay a builder these days, could you)? There's much more to Castles than that though. Ba-



Falcom modem: As easy to install as ABC...

down to a fitted power plug. Features include an automatic dial, answer and speed selection, and a remote configuration and dialback with password security memory for up to 21 telephone numbers. For further details call: 081 834 2277.

R-GO-0

Last month I told you about a few of the games Id Ltd., (the company with a dull name which produces games which are far from boring), had in

sed on the C13th castle building that Edward I undertook in Wales, you have to design, build, manage and defend your dream home. Don't think the work is finished then though. You then have to do all kinds of things like build further castles, or achieve a stronger hold on the land you already own. As well as building the bricks and mortar, like all Barons of high birth you have to decide whether to work the peasants until the skin is falling off their hands or their whole bodies, and what level of taxes to screw them for so you can build bigger and better castles. If all this bores you a little then you can always dabble in Church politics, or state politics such as they were at this stage in history. (For that matter they're not much more civilised now). The game has high quality VGA graphics with 256 stunning colours which reflect the brightness of the game well. If the responsibilities of being a Baron are a bit too much to chew off immediately, you'll be pleased to know there are three levels of difficulty and individual or eight castle campaigns. If you like escaping totally from reality and are a bit of a spacer, then what about opting for the magical rather than the realistic setting? Interplay put Castles together, and Vince De Nardo, Director of Marketing at Interplay, told us that they were "...really excited about Castles because it's a product with a crossover

potential that combines some of the best elements of fantasy role-playing, simulations and wargaming, all linked to the 'Camelot Mystique'". Although Castles has been released in America already, Europe will not see the game on their software shelves until later in the year. At the moment an Amiga version is all that is planned, but I'll keep you posted if other formats are discussed. Play **Birds of Prey** and you'll be able to get a bird's eye view of all those lovely castles. Out on the Amiga this month at £29.99, this flight simulator has been four years in the making. There are forty different kinds of aircraft in the game, so you can understand why the product took so long to develop. The planes range from the Soviet built Mig-29s, European Saabs and Tornados and

into this game, with realistic weaponry, radar systems and the like. There are 12 mission types, ranging from Aerial Interception and Bomb Runs to

is shown to pass as the game progresses. Stars traverse the sky at night, and during the day time the sun's position is illustrated by light sourced



Robozone (Amiga): Stick insects try to overcome the hero - will they succeed (Page 12)

Troop Drops, Test Flying experimental aircraft and Aerial Reconnaissance. You don't have to take military or politi-

cal alliances in this game as no nation is named; you just choose which plane to fly and the program delimits those aircraft available to each opposing side. This simulator is quite realistic as there is constantly action on the screen as there would be on 'real life' missions. Enemy planes roll out of hangers, make their way across runways and take off. Bombed buildings and airfields are repaired, ground based forces move across desert planes or green fields, and sea based carriers and warships chug away to their destinations. There is a further injection of realism; time

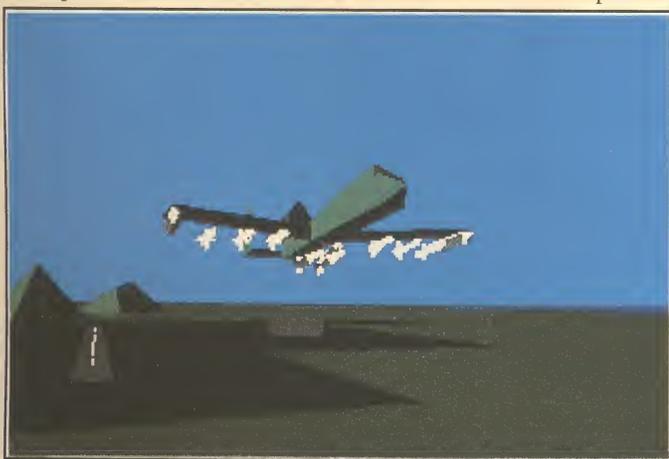
polygon shading. You'll need better navigational skills than a British Airways pilot to play this game, but you have a little help as you can view other active planes as well as your own and so keep tabs on the opposition. If you're interested how the game's name came about, developers Argonaut Software say that it is meant to portray the beautiful yet predatory appearance of the craft; so there you have it! Birds of Prey will be out on the ST and Amiga later this year; until then you'll have to make do with some screen shots I suppose. At last EA has announced the release date of **Zone Warrior** for the Amiga and ST. You won't have to wait too long as it will be out as you read this very words, and you'll have to cough up £25.99. A multi-directional platform game with good graphics and using 18 different music scores, and Terminator fans will be pleased. You take on the role of the Zone Warrior, a super-human with mega blasting weapons set to travel through time and stop the Geeks from wreaking havoc in five time zones set during the historic history of mankind. Recognise the plot anywhere? The five time zones covered are Prehistoric, Egyptian, Medieval, Ancient, Japanese



Mega to mania: Building castles out of snow hills..(Page 12).

American aircraft like the Rockwell B1 and F117/A. There's loads of detail packed

cal alliances in this game as no nation is named; you just choose which plane to fly and the program delimits those aircraft available to each opposing side. This simulator is quite realistic as there is constantly action on the screen as there would be on 'real life' missions. Enemy planes roll out of hangers, make their way across runways and take off. Bombed buildings and airfields are repaired, ground based forces move across desert planes or green fields, and sea based carriers and warships chug away to their destinations. There is a further injection of realism; time



Building castles: ... we'll fight them in the air.

News

and Post-Nuclear. You pass through mazes, past obstacles, puzzles and hosts of Geeks. As they take their name literally, they try to blend in with each age, which

furious shooting power of the original game. Better still, the sonix is original. Mirrorsoft got together with Rhythm King Records and came up with 12 tracks from artists such as Betty Boo and S Express. These were then incorporated into the package in such a way that you can select a track and choose your own



Xenon II CDTV: I'll never have another facelift!

explains why you see Dinosaurs, Mummies, Knights and Robots running across the screen. All this may sound a bit daunting, but you do have a little help. A help function is available linking the player to the main computer at the Big-O. This brings up a full screen map highlighting hidden door and the location of various items to help the warrior progress through time. Another game EA are working on at the moment is Siege, but you'll have to wait till next month to hear about that.

MIRRORSOFT LATEST REFLECTIONS

Mirrorsoft's first two CDTV releases are safe bets as both **Xenon II** and **Falcon** were quality 16-Bit hits. Xenon II is due for release this month, and the CDTV version has re-captured the fab graphics and

background music. This makes the game more interesting, but maybe the inclusion of pics and biographies is going a bit too far as the game itself seems to get lost somewhere amongst these little extras. Still, it could be argued that the inclusion of these mega stars adds to the consumer and commercial value of the game. That's for you to decide! You'll be pleased to hear that there is a choice of five

languages to use in the manual and ingame text, including German, English, and Xenitese for all you spacers out there! The price is reasonable too at £29.99. You can take to the sky in August with Falcon CDTV which will contain training and mission briefs using real footage to add realism to the proceedings. Real speech is also used during briefings, so you really get the feel of being at battle. With 36 missions to fly you'll be lucky if you have

must admit I am a little disappointed with how the game is progressing now. It is like Popolous in so far as you can build more complex dwellings as you move through the ages, but it is not as sophisticated as Popolous, nor as good graphically. There isn't as much strategy involved either as you are limited by the constraints of man's developments in a given epoch as to what choices you have and what you can actually achieve. It is still fun though as



Xenon II CDTV: Live through this and you'll survive you Mum's cooking!

time to put your feet on solid ground long enough to have tea. When I was at Mirrorsoft's offices recently I sneaked into their development room and had a quick look at how some of their as yet unreleased games were coming along. **Mega-lo-Mania** has been put back to an Autumn release date as there are still more bugs in the game than in my garden. Although I raved about the game last month, I

long as you don't expect too much from it. **Robozone** is at an early stage of development, but even so the movement of the futuristic scenario, the robotic Wolverine, seems pretty fluid. At the moment he is skeleton like and red white and blue, but this could change as the game progresses. Let's just hope he keeps the city in order until pollution levels have dropped and patriotic pink coloured man can live down town once more. If he does win the day he'll need tons of robotic insect poison to repel the Pollutants. I better keep my cat indoors incase he mistakes poison for salmon. Mirrorsoft developers must all have grow bags on their desk as December sees the release of **Duster**, where you play the part of pest zapper out to zap the insects that are blighting the crops in a agricultural colony. (This colony incidently looks like something off the set of a

FALCON
CDTV MULTI-MEDIA
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Concept and Design.....	Gilman Louie, Mark Johnson
Programmers.....	Chris Orton, Colin Bell, Russell Payne
Graphic Artist.....	Martin Kenwright
3D Graphics.....	Martin Kenwright, Dave Whiteside
Sound Effects.....	Russell Payne, Andy Fisher
Product Manager.....	Rod Hyde

Special Thanks to: Marisa "No.13" Ong, Bryant Fong, Larry Throghorton, Kevin Seghetti and all the testers

Falcon mission disk CDTV: Thanks to these lads falcom CDTV has arrived!

Star Trek episode). It's strange that the Euro Flop O Vision song contest this year had to ecological/social aware songs; being green and caring must go in twos... Seriously though, there's not lot to be said about being green if you want to live long enough to play computer games in your old age. Realtime developers have teamed up with Rowan Software (responsible for Flight of the Intruder) to put together a great 3D action game with action and strategy to

sed on the ancient game of Mah Jong, an ancient fantasy role playing game. Rolling Ronny is actually a multi-level arcade game, a chance to disappear into the world of fantasy (which is probably more realistic than the real world). Klaus Jurgen Kraft, one of Starbyte's MDs, told Computer Fun: "I think we have a strong partnership. Starbyte's high quality products and Virgin's innovative product line will surely appeal to the customers and serve

the chance to go right to the top of the league if you've got what it takes. Don't expect to see a conventional football pitch though. The players, pitch, stadiums and goalposts are all drawn as vectors. As clear as mud, eh? Well actually it's not as complicated as it all sounds. What this boils down to is that they can be added to or removed to suit the preferred style of play. For instance you can add or remove crowd barriers, stadium stands, goal nets, pitch lines,

on. The game itself promises to be highly playable as you control the player with the most advantageous position to the ball. You ensure this is the case before play begins by positioning the player on the strategy team screens. As the game progresses you can also alter the position of the players who are currently playing. That can't be bad now, can it? So if you look for active involvement from computer games then check this one out. International Vector Football



Virgin bite into a star



It's a clean up: The closest I'll set to the pyramids...

keep you on your toes. You won't be dazzled with green 3D for sometime, so in the meantime I suggest a little bit of pruning or weeding on your ST, Amiga or PC to make way for Duster when it becomes available. Just don't polish off all your dosh in the meantime, will you?

VIRGIN BITE INTO A STAR

Last month I told you all about a German software house called Starbyte and how Virgin seemed very pally with the ECTS. In view of this it is hardly surprising that the lovely Nicole of Virgin told me recently that Virgin Games now have publication and distribution rights for the world for all home computer and cartridge formats. The first three titles to be released under the new deal will be **Rolling Ronny** which I told you about last month. It's ba-

to enhance both our reputations". Rolling Ronny will hit the shelves in late September, and **Warriors of Darkness** will follow later in the year.

INTERNATIONAL VECTOR FOOTBALL

Due to be released this month on the Impulse Label by Zepelin Games, **International Vector Football** gives you



International vector football

corner flags and even the actual pitch pattern. At least this makes you use the old grey matter a little. Vector Football, as in Championship run, uses actual vectors rather than sprites drawn to look like vectors. As all play is calculated mathematically, there are six different viewing angles which can switched to at any stage in the game. These range from player's head tracking stadium eight and so

costs £24.99 and will be available on ST and Amiga formats.

IT'S A CLEAN UP

If your computer screen is so dirty that you can't actually see the games you are playing, you'd better go out and buy the latest to screen wipes from G&G. As well as being antistatic, the container they come in is refillable. They had my computer shining in no time, but boy did they smell. Let's just say I have smelled hospital corridors with less disinfectant. For obvious reasons the wipes are called Piramex (they come in a pyramid shaped box). So if you don't make it to Egypt this summer then you can always dream. Personally at £5 a throw wet wipes would do the job just as well for half the price, but at least they do the job.

PREVIEW

Up Periscope

FIRST SAMURAI Mirrorsoft

While I was at Mirrorsoft's offices earlier this week, the friendly PR representative Cathy Campos showed me how a couple of new games (scheduled for release in autumn and at the end of this year) were coming along.

The first game I saw was the Amiga version of First Samurai, although I haven't seen the ST and PC versions yet so I can't tell you how they are progressing. What I can tell you about the Amiga format which I did see is that the graphics were stunning



First Samurai

- the best I have seen on a Mirrorsoft game for some time. The background animation is vivid with light blue skies and 3D graphical effects which give the impression of depth. This is given full effect by the parallax scrolling, and if you're sitting comfortably I'll try and explain how this works. As you can see from the screenshots on this

page, there is a large globe in the background which spins as you move across

far as it goes and is very Japanese with gong sounds and the like. I had a quick play of the first level, and although the control seems to be quite smooth so far and the ability to leap high a striking feature of the game, I had a little trouble leap high enough at certain points, but this could well be part of the design of the game which has not been fully developed yet. First Samurai will be out on Amiga, ST and PC during the autumn of this year.

LEGEND Mirrorsoft

After a welcome glass of fresh orange juice, Cathy took me through some aspects of the fantasy role playing game, Legend, which is also in production although at an earlier stage as this game is not due for release until the end of the year on the Imageworks label.

Again, Legend will be available on ST, Amiga and PC, but this time it was the ST version which I saw. Legend is being programmed by the same people who programmed Bloodwych, and is set in a sad, dark world where happiness and joy are distant memories (sounds like our office really). A Demon has stolen everyone's free will, and the only route to happiness is through an individual who can attain legendary status. Now what you all want to know is if this game will be able to reach these lofty ideals when it is finished. To

the screen and is determined not to be obscured by the rocks which our hero hacks his way through. At one point on the first level a window hole appears and you can see the globe whizzing past in the background. What do the graphics try to illustrate though? It would seem the game is going to be all about a young Samurai out to avenge the death of his master at the hands of a powerful demon in the year 2223AD. Our hero will be armed only with a magic sword (see pics) to aid him in his fight through the acolytes. Japan will only be free to make Robots again if the old Demon can be dragged back to the mountain throne. Watch out for the strange humanoids and mutant beings which he hacks his way through, as already they look gruesome. The background music is still being fine tuned but sounds good as



First Samurai



Legend

be honest I have mixed feelings about this game. The 3D Dungeon scenes are graphically good and at this stage in the game you are

be and talk to a great many characters, and will be able to create your own character if you so desire. As in most fantasy games you



Legend

encourage to interact with your surroundings as opponents leap out of nowhere to take a swipe at you. Look at the Dungeon scene picture and you'll see that you can assume a number of interesting identities. As you try to exit the dungeon doors though it's like knocking your head against a brick wall, but I'm sure that this aspect of the game will improve. The 2D animated screens depicting the kingdoms which the hero must travel through are not as good in comparison though, but a figure called Death stalks the land which is quite amusing. The striking feature about Legend is the high level of player interaction. You can

can mix potions which can be used as spells at a later date with your very own mortar and pestle. The control on the spell screen still needs a lot of work though as they are harder to make than Haute Cuisine. Still, the game looks promising and I'll certainly check it out when it's finished.

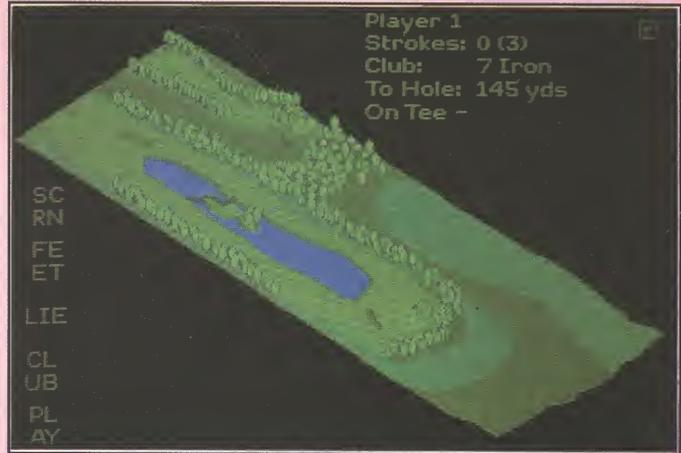
3D GOLF Microprose

Now the weather is so good, how's about heading for the computer with your golf clubs in preparation for Microprose's latest Golf game which will be

available for the ST sometime this summer and on the Amiga and PC later this year?

You might have a bit of a wait on your hands as the game still has a few hurdles to cross yet, but there again there will be six challenging courses on offer. One thing

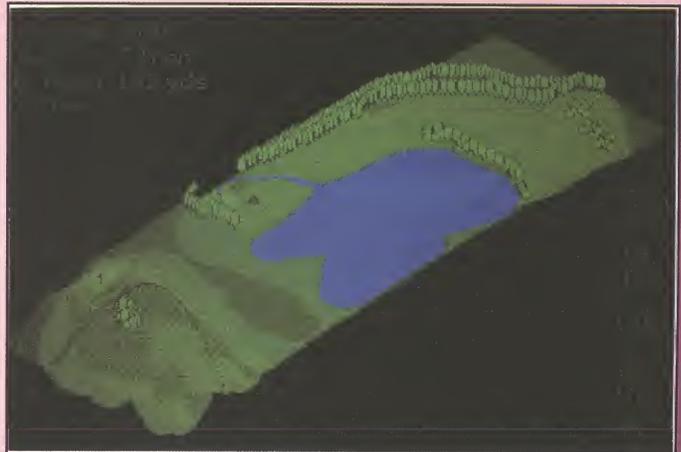
would be complete without. Of the six courses, four will be mapped to real life while two will be custom made to guarantee something for everyone. In order that the player can appreciate the landscape to the full, the view is even planned to change to a



3D Golf

is still missing though; a proper name for the game. 3D Golf is just a working title as a name hasn't been decided on a name yet. As you

follow-on camera which will track the ball's flight. You'll be able to leave the game and come back to it when the fancy takes you



3D Golf

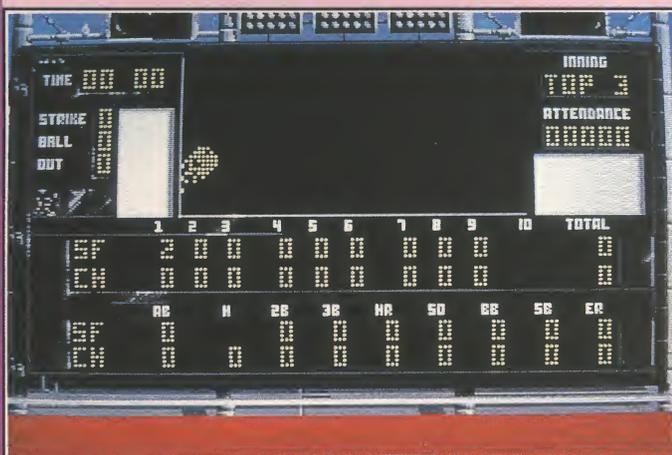
can see from the pics, the strong point of this game will have to be the 3D rolling landscapes which look to have well researched simulation features of the actual game in order to ensure that it has appeal for the serious Golf player or the plain computer freak. This includes details like water in the landscape which no good Golf course

you'll be pleased to know. The ability to save game, shot and player features are being built into the design of the game. This game will be worth buying for the views alone, but you'll look a bit of a sight if you stay in your Golf gear until it hits your local stores.

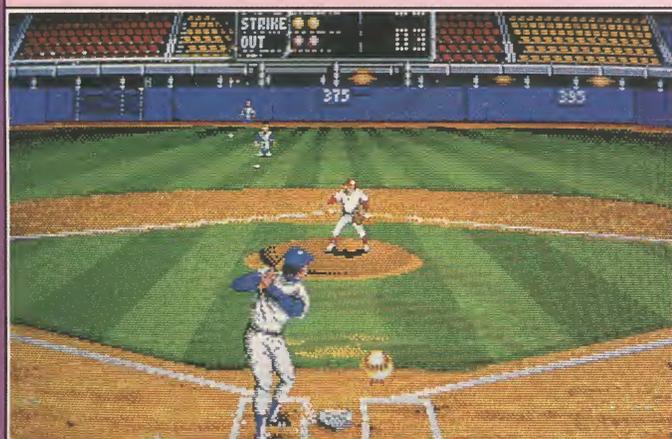
R.B.I. BASEBALL Domark

Still staying on the sporting theme, Domark have a baseball game in progress at the moment which will knock you for six [That's cricket Kerry, in baseball you get knocked for a home run - Ed].

Due for release on Amiga and ST formats, the graphics may be cartoon style in places but the colourful animation looks like it will be one of the stronger aspects of the game. The angle and camera view of the pitch looked to be pretty realistic when I had a sneaky look at R.B.I., but what I think will be the selling point of this game will be the realistic animation of the players themselves as we make them pitch and strike in full gear. Incidentally, the Base-



3 pictures pf R.B.I. Baseball



ball equipment used in the game is all authentic as you can see from the original storyboard sketches which we have here courtesy of the Kremlin for you to cast your beady little eyes on.

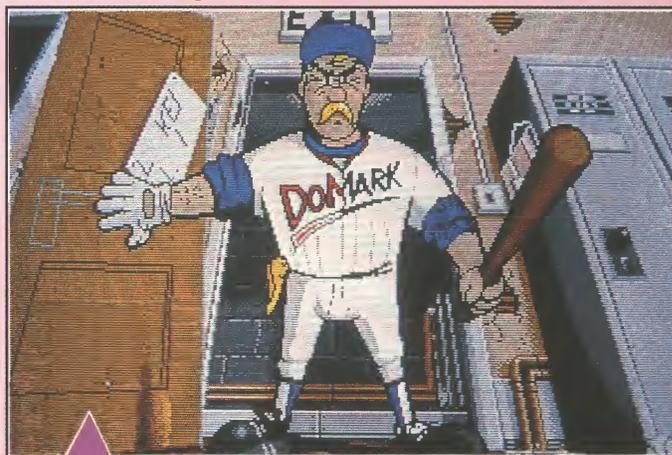
THUNDERJAWS Domark

Thunderjaws should be out by the time you read this, but when I saw the game it wasn't complete enough to justify a full review, so for now you'll have to be content with just a preview.

I could have reviewed it like some magazines, but what's the point, you may as well make it all up since details in the game can change. This coin-op conversion will go great guns for fans of the Jaws movies as it is set in the murky deep. Madam Q is the shark in this storyline as she is fishing for female swimmers and transforming them into

half Reptile/half female creatures (a cross between Joan Collins and Jasmine Le Bon). Your mission in this zany shoot 'em up will be to infiltrate and destroy her base. Their won't be much to block your way, just the odd cybernetic shark or Robodog. There will be lots of levels, but the finished one that I saw had plenty of action incorporated in the scenes and crisp animation with a pretty Reptilian face thrown in here and there. Each level when it has finished will be split into two sections with an underwater scenario followed by a section taking you through volcanic caverns, labs and an aqua city (I bet Aquafresh toothpaste would go down well there). Thunderjaws will be available on Amiga, ST, and C64 formats sometime in June.

Kerry Evans



Thunderjaws



ON SCREEN

This month Kerry Evans slouches in front of the TV instead of going to the pics, and sat through three of the latest offerings from her local video store. (How else could she justify getting in a stock of popcorn, hot dogs and Coke)?

The Exorcist III is entertaining for the third offering in a film series, but not striking. Bill Kilderman the cop is still as hard nosed as he was in the first offering, and this chapter starts with him investigating a couple of

know who she might be inside. The visual effects are by another Bill will the last name of Purcell, and although the cell scenes with the beams of light are quite eerie, the atmosphere isn't really scary as the result of

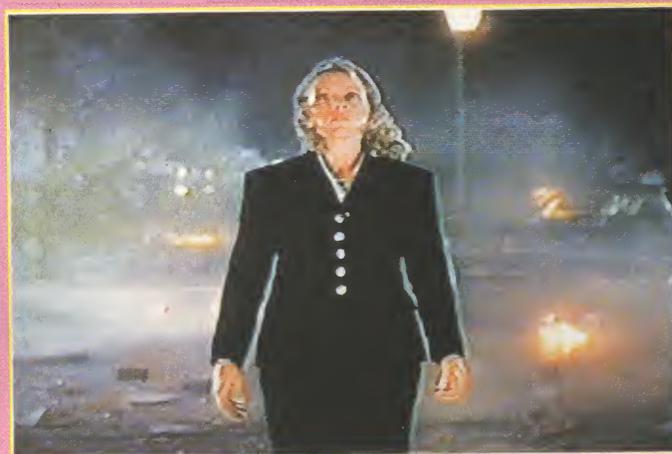
had me glued to the screen. Little does he know he'll be in need of it himself some day as must of he film focuses on him taking on the outward appearance of the rogues who frizzled him to fire his lust for revenge. On a



horrific murders which both involve bodies being ripped apart and religious figures being mutilated and used for gruesome purposes. The murders have the mark of the evil Gemini killer who was frizzled in the electric chair at the end of the second movie, but how can this be? We then hear the confession of the fiend in a chapel and witness the bloody murder of a pretty average Priest. This failed to leave an impression as we were not given a chance to relate to the Priest which would make us mourn his passing, but when Bill's friend Joe has the blood drained away from him (who incidentally was in the last film too), I could at least feel something as he slowly drained away. I'll spoil it for you if I tell you too much, but I will tell you this much. Never take your Granny at face value again; you never

anything you actually see. Still, CBS Fox have ranked it a 18 Certificate, so who am I to judge?

The second flick I saw on the other hand has great special effects and strong central characters to relate to. **Darkman** is a CIC video all about a scientist who becomes horribly burned in an explosion but is determined not to loose his looks. Played by Liam Neeson who hails from N.Ireland (I knew his cousin at University so there), Liam has been in Blockbusters like *The Mission* where he played a Priest, but has recently been given a bash at more major roles and seems to be coping well. The opening of the film shows him developing synthetic skin which can only survive in sunlight for a very short time, and the laser technology he uses to generate the flesh



deeper level **Darkman** is about bribery and corruption in real estate and the importance of the outward appearance to humans. There are moments of humour too though like when Durrant takes off his wooden leg, produces a machine gun and wastes Eddie Black's lackeys at the beginning of

than the **Turtles** very shallow - especially the news reporter who was just so stereotyped it's untrue. One good thing I will say about the film though is that there is action from start to finish, although it shows that it was a low budget film. Why-else is it so dark all the time, even above ground? Who



the movie (he's heavily into drug dealing in case you were wondering). The music fits the film well, but the

knows though, you might enjoy the fights so much that you can forget about everything else!

CYBERCON

Beyond the Nightmare

Nightmare broke new ground when first shown on children's TV, now Broadsword is all set to do it again with the high tech exploits of the Cyberzone. Adrian Pumphrey entered and survived to tell the tale

If you read the last issue you should be familiar with the concepts of Virtual Reality, well here is a new twist. In Cyberzone not only do two teams compete in the same computer generated world but the whole experience is televised for your enjoyment.

Of course no TV show would be complete without a compare so please welcome Craig Charles, the Liverpoolian poet of Red Dwarf fame. Nightmare rocked a few boats when first launched on childrens TV. It used computer generated scenes with live actors (and players) to produce a world of pure fantasy where anything could happen. The program had a very medieval style based very much along the lines of the classic D&D game. Could Broadsword have done it again with Cyberzone, I think so.

Two teams compete in the computer generated world of Cyberzone. Each team has two



players, a guide and a warrior. To allow the audience to view the action there are two video walls. Each wall displays an over-the-shoulder view of the borg (the computer representation of the warrior) and its surrounding environment. Creation of the borg is the first step. The warrior are analysed for height, reflex and physique and the computer sets to generating the borg representatives. In the pilot all the borgs looked the same apart from colour coding but this may well change when the series is produced. Controlling the borg looks at first to be a complicated affair. The

me and interaction is handled via a gun style controller.

Fitness is quite an important factor for all this pad pounding does take its toll and many of the player perspired freely towards the end of the game. The generation of the world is handled by the master computer. Represented by a disembodied female head this curt character certainly has a flair for words as she puts down Craig and degenerates into a form of slang as she describes the game world. With the guide shouting out



with only one pad. Side to side movement is controlled by buttons and the fra-

the directions (the guides have computer generated maps at their disposal) the

race begins. I say race because the players are required to shoot a number of targets and then make a mad dash for the giant crystal at the centre of the world to win the game.

Of course the game would not be complete without a few hazards. The road hog patrols the streets ready to demolish any player unlucky enough to fall beneath its wheels and gun emplacements wait to gun down the unwary. Finding the targets is only half the problem, players often ha-

player armed with this homing missile can seriously cramp the other players style during those critical moments. It all sounds like good fun and if the players did start to flag there was always Craig to offer advice and crack the odd joke. In the pilot three heats were played on a knock-out basis.

The two winners from the first two games competing in a third game for overall victory. This is unlikely to be the game format in the series but it does give an

known as Superscape, was developed by Dimension International, an offshoot of Incentive.

The system certainly is a lot faster than Freescape which did suffer in the speed department. Mind you it does run on six top of the range 486 PCs. You have a PC controlling the maps, another two for the players views, one for the bloke controlling the hazards, another for the director - it controls all those clever camera angles the players don't see that we do, and a final PC that keeps tracks of what the other PCs are doing.

At the moment the filming of the series has yet to commence, this all depends upon the word of ITV, the nearest thing to God as far as TV producers are concerned. If they accept the pilot we could be seeing the series on our screens in the autumn. Several overseas TV companies are also interested, including the German networks. As Tim Child, big cheese at Broadsword said, "It is a completely new form of program." And that's just the sort of thing



ve to solve puzzles in order to get a clear shot.

When drawing the gun to take out targets or operate switches the player's view changes from a full body shot to a close-up of the borg shoulder and aiming arm. You do see your bullet travel through the Cyberzone so if it looks like it's going to miss you can get off a second round before dashing off to the next target.

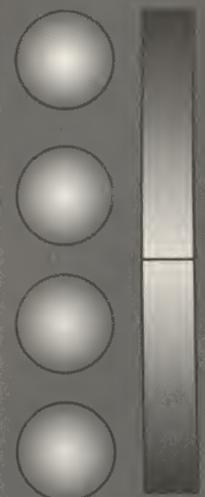
After shooting several targets you can make a dash for the crystal to end the game, although the more targets you shoot the more points you will score. One benefit of shooting an excessive number of targets is the seeker. A

idea of how the game can be played. The computer generated view of the gaming world may well remind you of the Freescape system used in such



classic as Driller and Total Eclipse. This is because the graphics system,

that TV companies can't resist.



TOP

1

Eye of the Beholder

(U.S.Gold)

Behold an excellent game which is deserved of the ultimate position in the charts. Trudge about in mazes of dungeons slaying loads of mean looking monsters and solving fiendish puzzles. just our sort of game.

2

Gods

(Mindscape)

Take on the role of a hero pitted against the most cunning minds in the universe. The staff of Computer Fun. Well, no, it's the Gods you take on in the Bitmaps Bros superb platform action game.

3

Lemmings

(Psygnosis)

Lemmings is all good and well when you're not being drowned in masses of Lemmings codes and help sheets while trying to write a magazine. Your job is to stop the cute little creatures from falling into fire, holes, water and the like.

TEN

4. *PGA Tour Golf* (E.A)

Definitely the best golf game around for all formats, so now you don't need to put on your checkered trousers, find all your golf clubs and take a long trek down to your local golf course. PC, Amiga and Megadrive versions available.

5. *Jet Fighter II* (Sublogic)

A sequel wouldn't you know, offering the chance to fly high and die fast. Still not as good as F-29 Retaliator on the PC though.

6. *ATP* (Sublogic)

As the Gulf crisis is always mentioned in this column of the magazine why break tradition by leaving it out. ATP is a flight simulator in which you fly the latest in American planes, much like you would have done in the Gulf crisis, but this time in the comfort of your own living room.

7. *Speedball 2* (Image Works)

Why is this only at number seven, it deserves much better as a great updated version of the original. Mindless violence at its best. Smack the hell out of your opposing team, with the two player option being a great way of getting your own back on a friend.

8. *Armour-Geddon* (Psygnosis)

Choose to control a simulated heavy tank, light tank, bomber, helicopter, fighter or a hover craft in an attempt to save all forms of life on earth from a laser beam directed from a satellite controlled by a mad scientist. Armour-Geddon is a must for all simulator fans, even if Mark wasn't so keen in his review.

9. *Sim City* (Populous (Infogrames)

A marvellous combination but at a high price. Thirty quid buys you two superb strategy games which should be in everyone's collection.

10. *Wonderland* (Virgin Games)

The latest Magnetic Scrolls adventure adds animation for those readers lucky enough to have one meg of RAM.

As usual the Top Ten chart is kindly supplied by the Virgin Megastore on Oxford Street, London. Ta chaps.

RAT ON A STICK

Hello there once more, have I got some interesting stuff for you this month [That makes a change - Ed]. There's news and reviews, gadgets and gimmicks, and a mighty dose of terror to keep you awake at nights in Rat On A Stick this month.

NEWS

As usual news is first, and what a month it is. Probably the most interesting item I've heard in a long time is that FASA are no longer licensed to produce the Star Trek RPG. Who'll get it is anybody's guess, but one hot favourite at the moment is Task Force Games, publishers of the space battle rules for Star Trek (Star Fleet Battles). This could have lots of interesting results as the RPG and wargame become compatible. Also in the pipeline are Folioworks new 25mm fantasy skirmish figures, these are set to be followed by rules for use in fantasy skirmish (well what else would they be used for?). All the other news is fairly minor. There is a new mail order agent in Nottingham (centre of the RPG world of course) going by the name of Armchair Sales - sounds like my kind of guy! Cyberpunk is only to be available in the softback format in the future, no more boxed sets, although old stock should be available for some time. But the biggest item of news, set to shake the whole of the games' world is the change in the length of Rat On A Stick to three pages [It may

even be four pages like this month - Ed]. This means even more news and reviews. The main difference will be that every new product will get a mention, even if excessively brief. This month a lot of fiddly things seem to have appeared.

The Battletech people have produced another mapset at £8.60, standard hex size, but new terrain. Chaosium has finally brought out a Keeper's shield for Call Of Cthulhu, comprising a screen, a poster and some stickers, all for £7.99. As it happens they are also reprinting much of their old material and so this may well be out of stock for a while.

ICE has started to produce some really useless items for Rolemaster, these include a Softback book called Rogues And Heroes. This gives a set of characters, with stats for several different levels for each character. They have also produced a set of character sheets, one for each character class ever published (that's an awful lot of classes), but unfortunately it doesn't include the spell lists available for each class, just the skills, so you'll still have to get all those companions. Apart from the change from boxed set

to softback for Cyberpunk there is also a new sourcebook available called the **Chrome Book**, selling at £6.99. This is a bit overpriced for what amounts to little more than a catalogue of new gadgets, services and weapons for Cyberpunk. But it is pretty comprehensive and does have some nifty illustrations. And finally in the quickie section .

TSR have just released two new scenarios, one for Dra-

gonlance called Tree Lords, which is a bit on the thin side for the asking price, and the other, Nightmare Keep, is reviewed in detail below.

PRODUCTS

So much for the gadgets, gimmicks, news and quick reviews. But what I promised was terror, and boy have I got a bagful of terror this month. There is terror in the form of Cthulhu, terror in the form of vampires and werewolves, terror in the form



of undead insects and (just to provide a little light relief) terror in the form of B-movie monsters [And terror in having to edit your articles - Ed].

LURKING FEARS (Triad Ents)

I'll start with the biggest offering, not to mention the one with the longest pedigree, and in my humble opinion the best of the lot. Chaosium's Call Of Cthulhu has been in existence now for a number of years, and there are a fair number of supplements and scenarios available, including one for the Dreamlands. The latest item available from Chaosium being the Keeper's screen mentioned above. But there is now a scenario pack written by Triad Ents of America, named Lurking

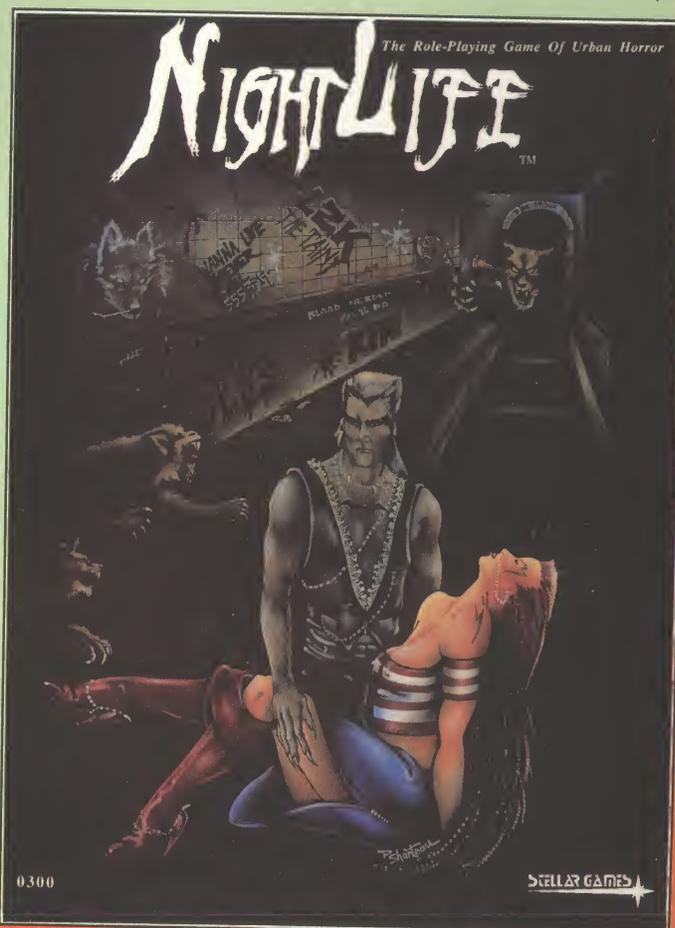
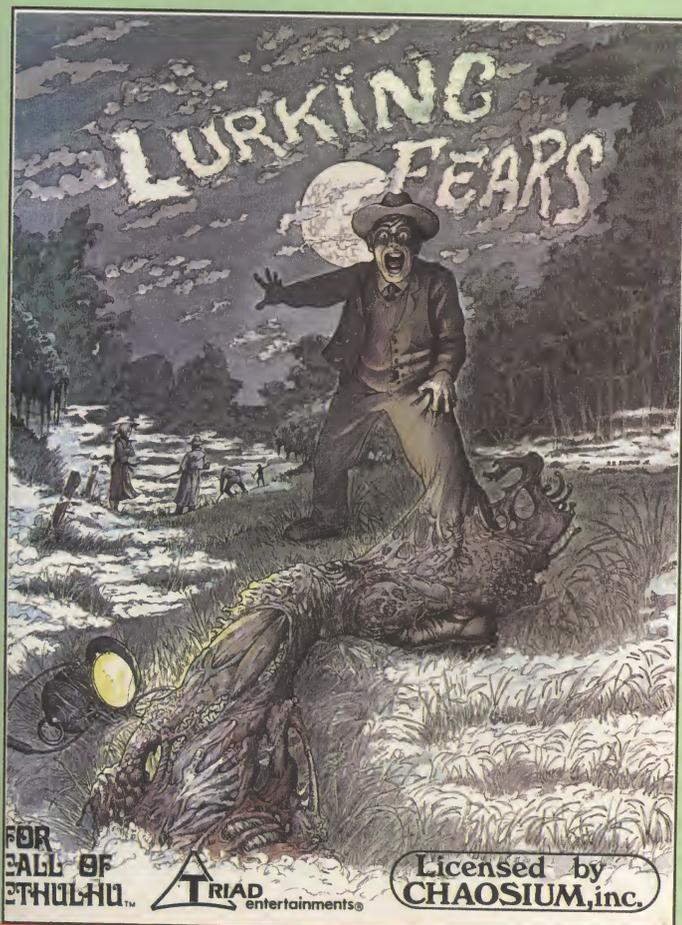
Fears, and costing a mere £9.99 it is worth every penny to Keepers far and near. In all it contains a total of six scenarios, one of which is designed to be played in a single session, and three of which form a short campaign. All of these are of good quality and presentation with lots of handouts (which you'll probably want to photocopy). All the handouts are on regular paper, attached to the book, but Triad will send you a complete set, printed on varying types of paper for a mere \$4.95 (I suspect that you'll need to include postage though). The scenarios are mostly set in America, but it would be easy to change the setting to Britain, for example Rise Of The Sleeper would suit the Fens of Anglia as easily as the Everglades, and Sorrow's Glen could be changed from the Appalachians to the Highlands of Scotland. And of course those of you living on the Continent

should find it even easier to choose suitable alternate locations (Camargue, Pyrenees etc). All of the scenarios presented can stand alone, but obviously the campaign set is best run in sequence, although there is no reason why other scenarios shouldn't be slotted inbetween the campaign sections. However any party had better be experienced both player and character wise, 'cos some of these scenarios have pretty nasty foes in them. Any party without a fair selection of weapons had best know what they're about, as in some cases even mindless violence simply will not work. So for a mix of star-spawned horror, human evil and vampires, get Lurking Fears.

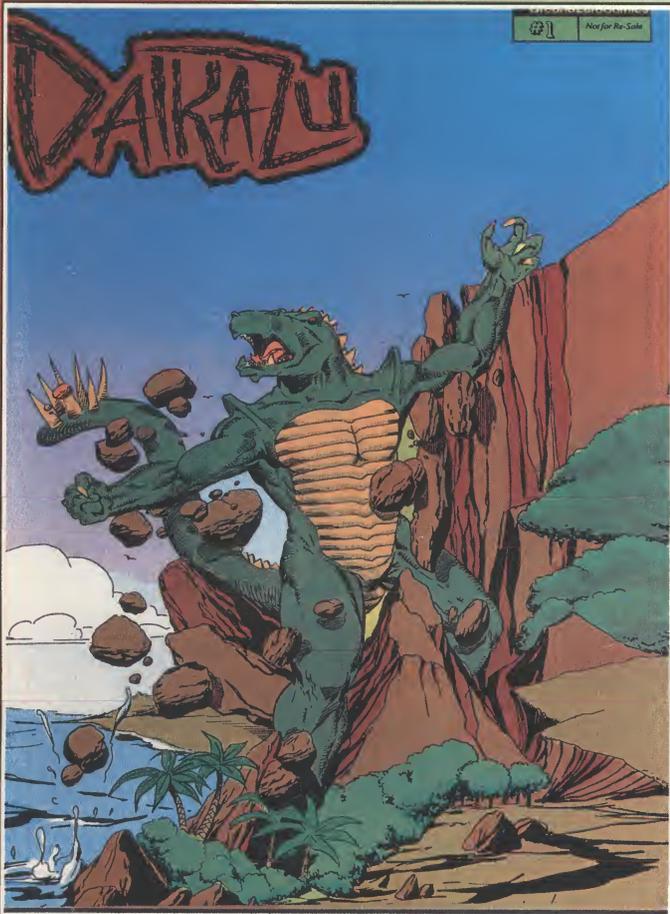
NIGHTLIFE (Stellar Games)

Vampires figure very strongly in the next game on the list. Nightlife, from Stellar Games, is the 'RPG of Ur-

ban Horror', or to put it another way, if you like to play the undead and associated creatures, such as werewolves, demons and animals then Nightlife is the game for you. Protect your kin (ie vampire, werewolf etc) status from the human Herd, decide if you want to be near human and control your appetite, or if you simply wish to indulge in a feast of human gore, it's all here. But Nightlife itself has been around for some time. What is new is the Magic supplement which deals with witches, wizards and all things magical. However, Magic gives you much more than simply a complete magic system including black and white magic, solitary sorcerers and witches covens. To start there are more races, most of which prey on herd and kin alike, and some of which much prefer kin to herd sustenance. These include several demonic types, Sludge (formed from herd and toxic waste) and the Virus, an amalgam of herd (or



RAT ON A STICK

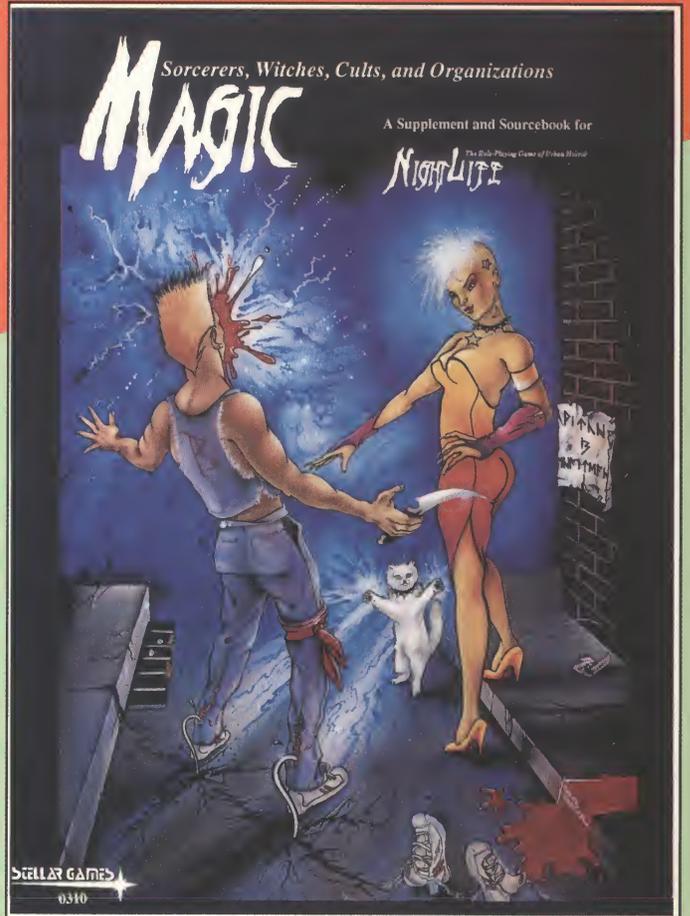


kin) and circuitry. The rest of the book is devoted to groups. these may be groups of herd and kin (gangs and societies), groups of musicians (strictly heavy metal and punk), groups of government agencies (devoted to using or abusing the kin) and groups of Stakes. The latter are kin hunters, devoted to hunting down and destroying the kin. And thus some of the government agencies may be classed as Stakes. The npc's thus covered include

such wonderful people as Lisa 'Blood' Bath, formerly known as Elizabeth Bathory, and Susan Hermann, a weretiger working for the Mossad.

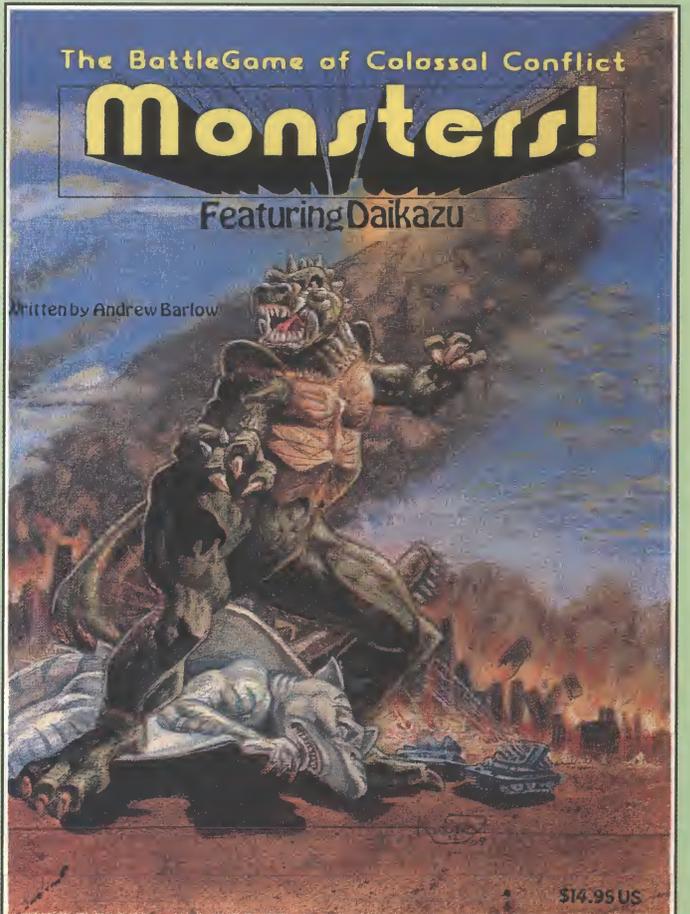
MONSTERS!

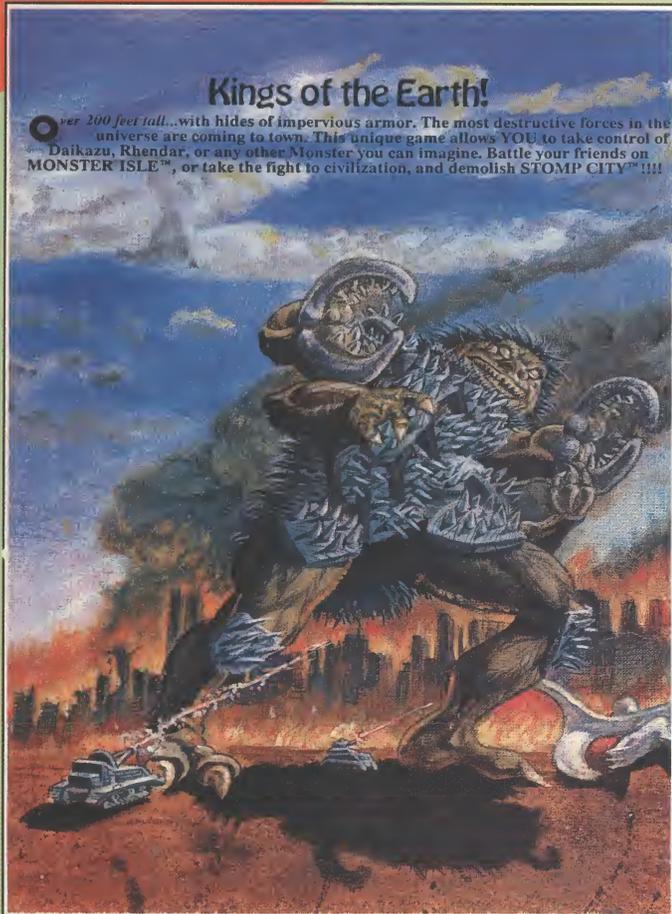
With all these kin wandering around it's a wonder that there is anything left for poor old Daikazu, hero of the light relief game for this month. Based on those old



monster B-movies such as Godzilla, 20,000 fathoms, Killer tomatoes etc, MONSTERS! is the 'game of co-

lossal conflict' featuring Daikazu, Krackin, Cerberus and Zorg, to name but a few. The whole game is





centered around that famed Monster Isle, near Japan and does for monsters what

The rules are simply presented in the form of a comic. Read the comic and you can immediately play



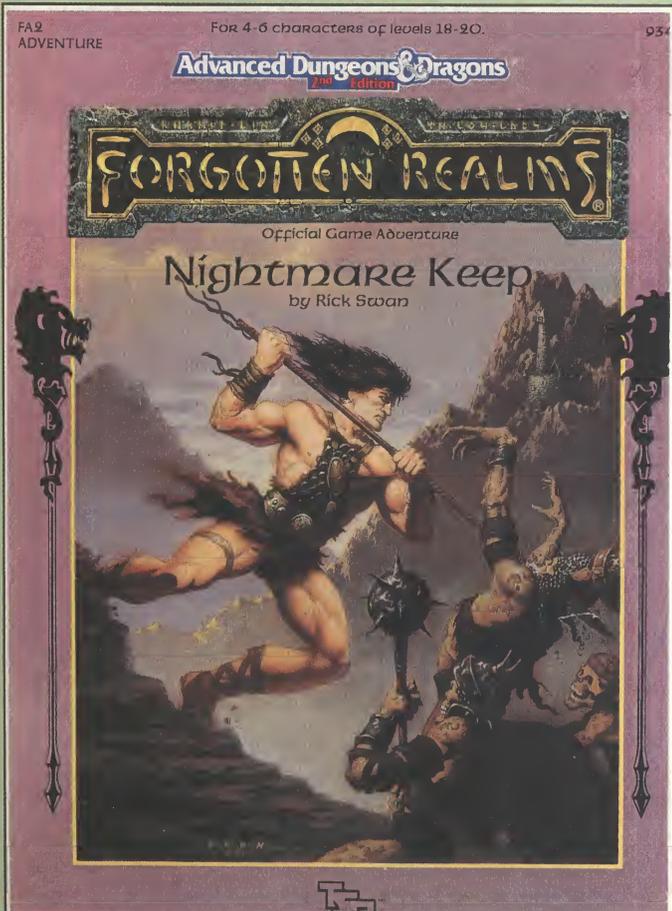
also get a map sheet, some (very basic) cut-out buildings and a set of monster counters. So the choice is yours eat or be eaten!

NIGHTMARE KEEP (TSR)

And so to the final offering. Which is just as well 'cos I'm running out of space. Yet more horror with Nightmare Keep, an AD&D Forgotten Realms scenario, priced at £6.50 for a 62 page plus map sheet package which is quite good value, but then

be it unspilled (??) and I found the whole thing a little over the top and unlikely. Still if you need something to keep those higher levels happy then this could be the one for you. Just don't take anything for granted. Well that's all folks. I'll see you next month, and remember that if you don't shop at The Computer Shop, Maritime Terrace, Sunderland, you may find a kin called Sean looking for you.

MARK ULYATT



ARCADE ARCADE

Anyone even slightly interested in action games needs to keep a close eye on what's going on in the Video Game Arcades. Advances, trends - and often the original games - often appear in the Arcades first, so from now on, Computer Fun will be running a article on news from the Coin-op world each month, to keep you informed of the latest games and equipment, what games to spend your money on and what games you ought to avoid like the plague.

This month - the follow-up to Robocop, imaginatively entitled Robocop II, a great new American Football vid, High Impact and news of something from Sega that will turn your gaming world upside-down.....

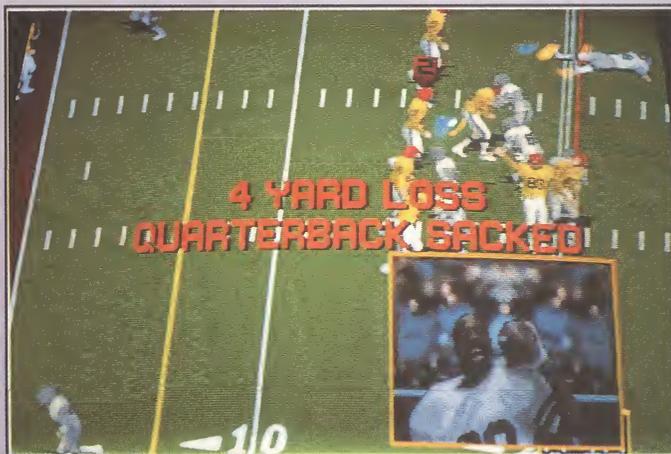


American Football has to be one of the best ever TV spectator sports. Short bursts of action - followed by lots of slow-mo action replays from every conceivable angle, allowing much discussion with your fellow observers, swilling of beer, eating of crisps, etc. Time-outs that allow "Natural Breaks" - whereas if you're caught short during The Match, it's legs crossed until half time. And lastly, it's violent. Astonishingly violent.

Big guys - I mean, we're talking 250-300 pounds of solid muscle here - throw themselves at each other at great speed....and attempt to commit murder. Example

given - "Fifty-five, twenty-three, fifty-five - hut, hut, hut..." Swifly followed by, "Crunch, crunch, cruch, ouch, wince." Yet all the while this carnage is going on - you don't get hurt whatsoever! OK - so it's sick, but the popularity of it (and videos of car crashes) just go to show that, for most people, there's nothing quite like watching other people getting hurt. Hurt? Yes, because if you've ever played

re have been coin-ops that have tried to simulate Gridiron, they haven't been much good. Until now. High Impact is undoubtedly the best American Football game to ever hit the arcades. It's got the lot. Multi-player action (up to two players per side), masses of plays (both Offensive and Defensive) to choose from, giving the hardened fan something to chew on - while being simple enough for the novice to



High Impact.

American Football for real - and it's not an experience you're likely to forget - the change of perspective is shocking. Or at least bruising! So what does a computer nut with a strong instinct for self-preservation do in cases like this - you try to play the game on computer! Trouble is, although the-

understand, plus great graphics, sound and gameplay. What more could you want!?? The game looks particularly distinctive because of the use of digitised graphics for the main sprites - very nice. Then there's a "video window" that opens up after every play and gives a short digitised, anima-

ted sequence of your Coach, or a player expressing strong emotions of one sort or another.

For football fans, this is the ideal way to play your favourite game, painlessly. Game freaks, give it a go anyway and see if it hooks you. Chances are, it will! Fun Rating: Fab



Just in case you didn't know it, the breakthrough game Tetris, the first of the arcade puzzlers, was initially designed and programmed by a Russian, Alexi Pazitnov. And it being in the pre-Perestroka days, the Soviet State grabbed the rights, sold them to a fair few people, made quite a bit of dosh - and gave Alexi a new PC for his trouble. Boo hiss!!!! It turned out OK in the end, though - as Alexi made it to the great US of A, designed a fair few other games, for which he got paid a lot more than two pairs of Levis and a Beatles LP. One of these is Welltris, which has been marketed in

Europe on home formats by Infogrammes, but has now made it onto coin-op. A follow-up to Tetris, it takes the original idea and tries to make it into a sort of 3-D thing, but much better than California Dreams did with Block Out, a true 3-D Tetris that bombed. As before, simple shapes fall down a 2-D surface, one of four sides of an expanded cube. You can rotate the shape and move it left/right down that side. Shapes fall to the middle of the screen - and you have to, as before, make full lines across the cube floor by manipulating the shapes. Easy, eh? Not so. The result is a game that retains the simplicity of Tetris, while adding a little something different. The implementation is good - with the addition of a cartoon Alexi character to help you learn the game - and fans of Tetris are certain to enjoy the new challenge. But whether it'll make any new converts to the genre is another matter. Fun Rating: Not Bad

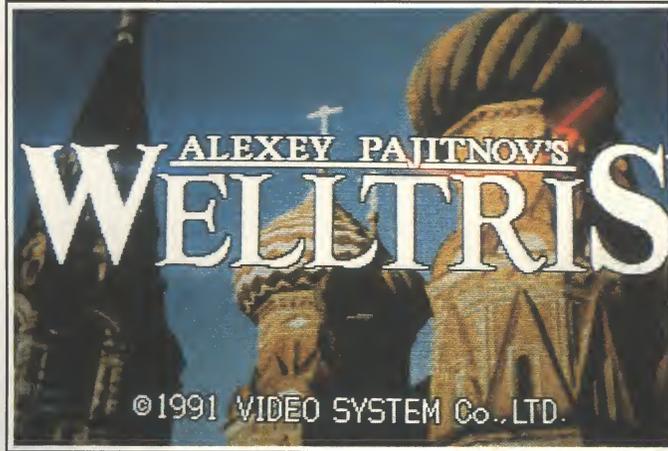


If you like action/shooting games, then there's no doubt that RoboCop was



RoboCop II

one of the best games of '89 - with slick graphics, good sound and a great character to emulate. Now, a while af-



Welltris

ter the new follow-up movie, comes the new follow-up game. The bad news is, Robofans, it's just not as good. For a start, a new graphic artist has been let loose on the thing. Gone is the bright palette and crisp images of Robo I, the same as in Sly Spy and other Data East titles. Darker, somehow less well defined and certainly less well drawn graphics, have replaced them. Blagh! Gameplay - well it's a combination of the similar horizontal scrolling shooty sections, occasionally looking into the screen (like Cabal), plus some shooting/driving bits. Nothing that inspired. Sound is OK - and so is the presentation and front end, using a lot of digitised images from the movie. But rather like RoboCop II the Mo-

vie, which although being flashier and more expensive than the original, has no real soul to it - Robo II the

Video Game is similarly lacking. For Robo-fanatics and Robo-bores only, I suspect. Fun Rating: Middling



For some years, Sega has been making games with more and more physical movement in them. I remember playing Afterburner for the first time, after a heavy lunch. Not very comfortable! Then came Power Drift, that almost threw you out of the cockpit if you took too wild a line

around corners. But now we have the R360.

360 as in Three Hundred and Sixty Degrees. As in upside-down. As in things falling out of pockets. As in heavy lunch not advised. Yes, we are talking about a piece of equipment that, if you are playing a flight simulator and do a loop the loop - so does your whole body. Harding surprising then, that it comes with a price tag almost as big as the liability disclaimer notice placed prominently next to the unit. The effect is quite unlike anything you've ever experience playing a vid - unless you've been experimenting with controlled substances - and is well worth the mind-blowing £ 3 you'll have to fork out to have a go. At present, the only unit I know of in the UK is in the Funland arcade in the Trocadero which is running G-Loc right now - although Sega do promise original games specifically designed to run on the thing, later in the year. OK - that's it for this month - next issue we delve further into the future of arcade games, with Holograms and Virtual Reality. Until then - keep doing it to them before they do it to you! John 'late is my middle name' Cook

When the R360 rotates, items in your pockets may drop out. Please leave them with the attendant before entering the cockpit.

CAUTION

In order to prevent danger, those who fall under the following categories are forbidden to ride in the machine:

- Those who are shorter than 130cm.
- Those who have a heart problem.
- Intoxicated persons.
- Pregnant women.
- Those who have high or low blood pressure.
- Those who are advised by a doctor not to participate in any strenuous sports or activities.
- Those who have mental or physical problems.

Only one passenger is allowed on board.

R360

PAINTBALL

WARRIORS

It was paint or be painted as the Computer Fun team hit the dirt and started blasting. From the warzone at The Survival Game, Adrian Pumphrey reports.

DO YOU FEEL LUCKY, PUNK?

This was the day we had all been waiting for, time to avenge all those office gripes with a well placed paintball. Shame we were all on the same side, mind you this didn't stop us bribing the opposition. It's sneaky, treacherous and a whole lot of fun and the name of the game is Paintball. A subtle art of charging around a

contact, thus marking your opponent. Once thus marked a person has to retire for the remainder of the game (the games are usually around thirty minutes each). Shooting your opponents just for the fun of it is ok but usually you also have an objective and you can be sure someone out there is going to do their best to stop you. That's the sport in a nutshell so how is it played at The Survival Game? It was disgustingly early one Sunday morning (around ni-



secluded woodland blasting (in a totally harmless way) your fellow human beings. The site we tested to bring you the lowdown on this up and coming sport was The Survival Game in Finmere, read on and (shock, horror) find out who it really was who shot the Ed (he he he). Before playing the game it's best to know a little about the principles involved. You start with the gun. Well, it's CO2 powered and it fires paintballs which burst upon

ne) when the clans gathered for the ritual slaughter and the sun was promising to raise the temperature on what was already going to be a hot day. We joined the queue for gun, paint, armband, camouflaged jumpsuit and most importantly goggles. Your eyes are the only real place a paintball can cause serious damage although later in the day I did see one guy rolling around on the floor clutching his nether regions in what



was a fair impersonation of excruciating pain. The site does have a lot of insurance cover and in over seven years of operation they have yet to make that million pound claim against loss of life (you'd have to be pretty inventive to kill someone with a ball of paint). Kitted out it was time to visit the firing range and hear the safety lecture, essential listening as many of the players had not played before. The rules are simple, keep it clean, keep it fun. You're not allowed to pistol whip people, kick them in the un-

mentionables or any other hostile physical act. Looking down the barrel of the gun is fairly silly and head shots don't count. This last rule is pretty universal, any hit (even on the gun) takes a player out except a head shot. Apart from the fact that head shots hurt, it discourages players from shooting at the one vulnerable spot, the eyes, even if they are covered by goggles. Part of the talk covered the operation of the guns. The site carried two types, the Splatmaster and the Mayhem Merlin. Everybody



ended up with a Mayhem Merlin but it's worth mentioning a fact or two about the venerable Splatmaster. One of the first guns on the market this is primitive in

pump action. A hopper on the top held around a hundred pellets and the gun was capable of a technique know as slam firing. This method of overkill involves

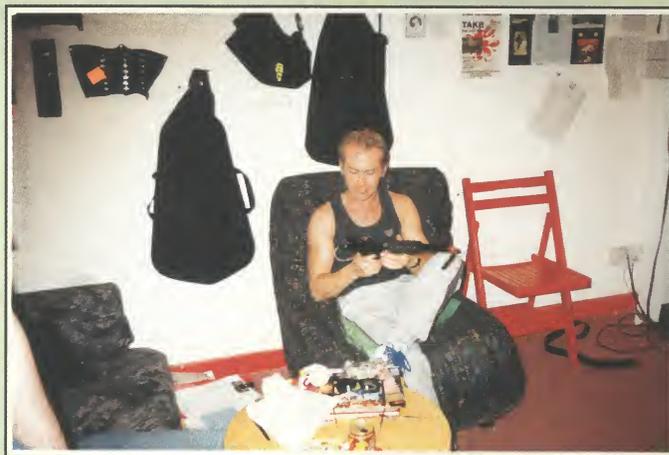


comparison to some of the hardware available (more on that later). The gun uses small CO2 cylinders, the type you find in fizzy drinks makers. This gives you enough power for around thirty shots but the gas cylinders are easy to change in the field. A tube of ten pellets slots into the gun above the barrel. To ready the gun for firing you tilt the gun back and cock the gun. The Mayhem Merlin was a complete contrast. For a start it looked more like a rifle, it had a large CO2 cylinder (enough for around three hundred shots) and it was

holding down the trigger and pumping the gun for all you're worth. At a fire rate of several balls a second it becomes a devastating weapon if expensive to use, with each shot costing ten pence. After a short briefing the fifty or so participants split into two teams, red and yellow, and prepared for the first game. Goggles on we marched to out to our individual base camps. The idea of this first game was simple (we were mainly beginners), you had to penetrate the enemy base (a few trees with tape connecting them), steal their flag and

bring it back to your base all without getting shot. OK, so when the paint started flying I was the first person to be shot. There I was crawling along a small indentation between two trees when a pellet caught me on the back of the hand, what a downer. The Ed faired slightly better but when trying to ambush someone, he unfortunately missed and they shot him at point blank range on the forehead (I didn't even have to bribe them). The head shot didn't count so they shot him again for good measure as he lay stunned on the floor. Many people ask if it hurts, I'm sure after that shot the Ed would say yes but on the whole the answer is no.

de from ply wood, and grenades. The rules were the same, grab the flag and get back to home base but the addition of scenery made a vast difference. The grenades (three quid each) are pressurised paint containers which spin unleashing their deadly (only in the game context) cargo on unsuspecting players when thrown onto a hard surface. These go great when lobbed through the window of a building. The noise of this game is quite impressive, the guns are not exactly quiet (you can tell when there is a fire fight going on and you either join in or keep your head down) and the sound of a paintball smacking into a large sheet



Most shots are nothing more than a slap, the occasional sting and once in a blue moon an ouch. For game two we swapped sides and I almost made it half way through the game before being shot. Having grasped the basics in several grab the flag games we moved on to another part of the site for a variant on the same theme. In this section of the wood (there are 65 acres of it at this site) there were bunkers, mock building ma-

of ply a few inches from your head is not a sound for the nervous. A trip to the burger wagon for lunch and we were soon gathered round the tables reminiscing over heroic deeds not hours past. At this point in the day we really should have changed our gas cylinders but inexperienced as we were we did not. The result of this, as many of the players found to their detriment, is the pressure starts to drop, your shots are reduced in range

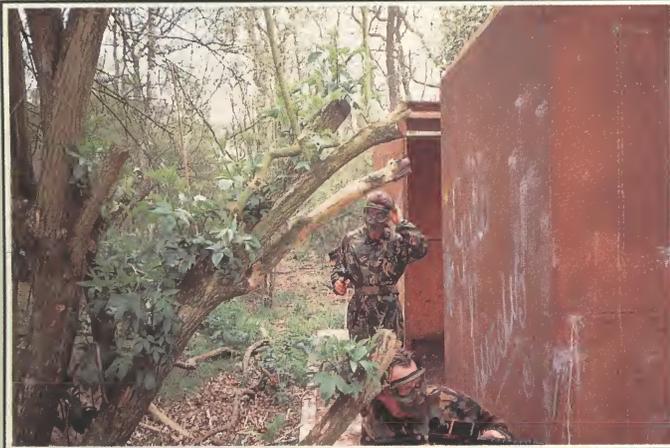


PAINTBALL

WARRIORS

(we had an effective range of around forty feet at the start which is not bad when playing in tightly packed woodland) and the paintballs had a tendency to bounce off other players rather than burst - very frustrating. After a short game of every player for himself we played the fort scenario. You play most of the games twice so you get a chance at attacking and defending and in this game it was a real eye opener. The fort is a large construct of towers

smiling) hit the pay desk. It's not cheap. At the rate we were firing paint, not to mention gas refills and burgers, plus the twenty pound walk on fee we spent around seventy pounds each. Although this was rather overkill on our behalf, we did enjoy ourselves. You can play a lot cheaper by paying a yearly fifteen pound membership, you then get your paint for five pence a shot and only pay ten pounds as a walk on fee. As a day out few things compare,



and barricades into which everyone crams and waits for the enemy. Talk about a firefight, the air was thick with paint. It was at this point I managed to swallow an incoming paintball, which is not the taste sensation of the year. When the yellow team finally stormed the barricades all the defenders on my side had run out of paint. Talk about a slaughter, John Wayne would have been proud of us. At the end of the day fifty exhausted players (all still

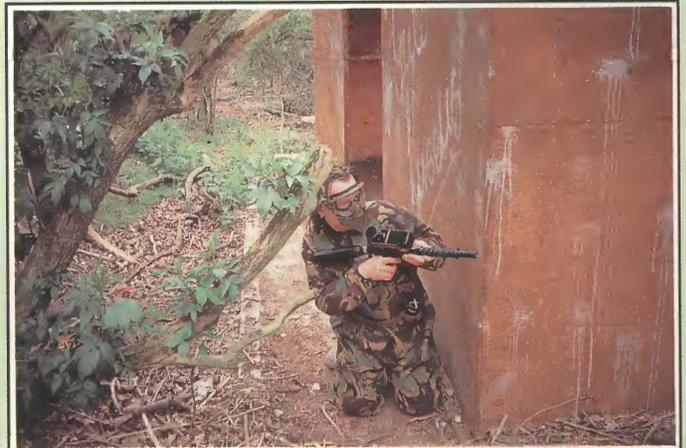
although most places require you to be eighteen or over so check first, it is well worth trying. In the whole day I can find only one minor fault. The toilet facilities were a little inadequate as one bucket with lid for forty odd male players (yes there were a few female players) soon fills to capacity. If you're interested The Survival Game, Finmere, Bucks can be contacted on (0280) 848544.



VISIT THE ARMOURCY

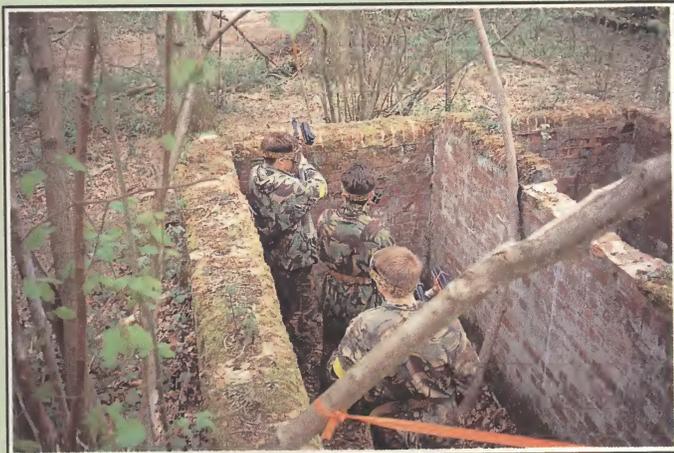
Having played the game it's time to look at some of the hardware available. To do this I paid a visit to Bart's Paintball Shack (71 High St, Potters Bar, London. Tel (0707) 51101). Bart is one of the pros, and while he may be short and going wrinkly around the edges he is one of the best players around so I decided to ask him a few questions. He told me about paintball the sport rather than the hobby. Some people take it very se-

riously and considering the cost of the equipment that's perhaps as well. There are three levels of tournament play: Novice, Young Gun and Pro. You play in teams ranging from five to ten players and can compete in any level in a tournament equal or above your level. So Novice teams can play at all levels but Pro level teams can only play at Pro level. You don't really play for the money, the average 1st prize is the trophy and around two thousand pounds. With an entry fee of several hundred and the cost of your paint most



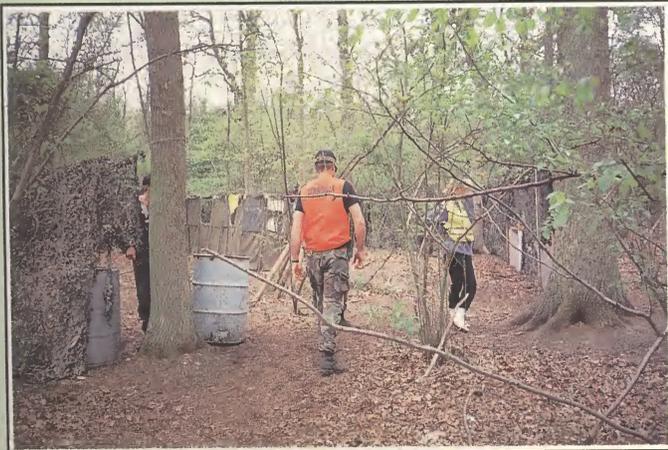
teams lose money, the winners often come away with only their costs covered. It's played mainly for the prestige. Before forming your own team and storming the paintball world you really need to

enthusiastic beginner. To start you want to spend around two hundred plus on a gun and customise it. You can just boost its performance or you can go all out and plate it with a shiny coloured metal or even ha-

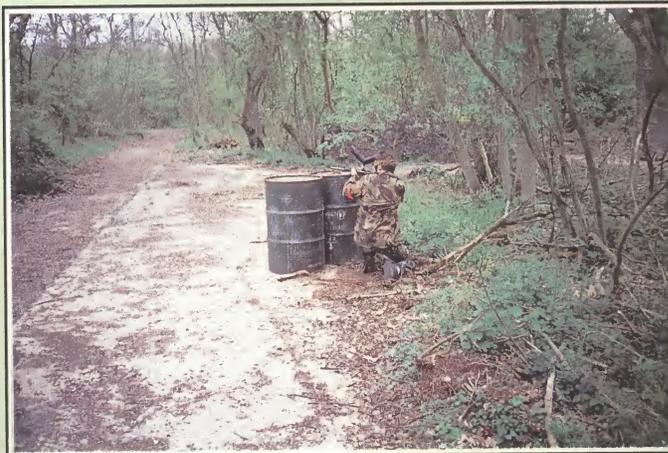


kit yourself out. As with any serious sport the amount of specialised gear is staggering and fairly expensive. Starting with the gun you have only to pick up a paintball magazine to see a bewildering array of weapons ranging from sixty pounds to well over four hundred. When asked to recommend a gun Bart recommended the Gray Ghost (#375), Gray Spirit, the Buddorr, the Sterling (#299 and the only British gun currently available), Bushmaster, and the Boss. All these guns were around the three/four hundred mark, perhaps a little above the price range of the

ve it engraved. You can end up with a gun worth well over a thousand pounds. The next step is protection. You can buy the all essential goggles, JTs are best. They cost around thirty five pounds and have two layers of protective plastic, one for the shots to bounce off, another to absorb moisture and prevent misting. You can buy cloth hoods with protective foam around the ears and forehead (the Ed could have done with one of these). Lots of camouflage clothing. Very expensive harnesses (#150) for carrying all your pots of spare paint and extra CO2 cylin-



ders. Sights, including the laser variety but these do give away your position as it's easy to home in on a thin red line streaking through the forest. You can even fork out twenty quid and get your hands on a silencer. Most items are optional but apart from the gun there are really only two essential basics, a squeegee (a dual purpose tool for cleaning the barrel) and the paintballs themselves. Paintballs are perhaps the most important thing next to your gun. All balls may look the same but they do vary in performance from manufacturer to manufacturer. The size of the paintball can vary by around a thousandth of an inch (it's enough to make a difference), the thickness of the shell effects how easily it



bursts upon contact and how often paintballs break in the barrel and finally the weight of the paint differs which affects the ball's trajectory. Of course all this equipment won't help if you don't master the strategies so give it a go. Despite the nature of the game it is safe, the worst injury Bart has ever seen (and he has played a lot) was a broken collar bone. This was a result of a high speed collision with a tree, not something I'd recommend.

OTHER PLACE TO GO

Here are a few of the many sites scattered around the country.

Dirty Rotten Scoundrels, Surrey. Tel: 081 644 8585
The Rogue Warrior, Harrow Wealdstone. Tel: 081 427 0296

Intercept, Hull. Tel: 0482 565983.

Simulated Activities, Crawley. Tel: 0293 510602
Pro 2 Pro, Reading. Tel: 0628 475923

HOG, West Sussex. Tel: 0293 851111

National Tournament Fields, Birmingham.

Tel: 0902 340954

Pro-Splat, Harlow. Tel: 0279 726557

Mission Impossible, Surrey. Tel: 0276 855456

Paintball North Wales, Clwyd. Tel: 0244 821490

Paintball UK, West Midlands. Tel: 0384 213435
Paintball Holidays Ltd.

Tel: 0242 603591

Paintball Pursuits, Andover. Tel: 0264 351570

Mayhem Paintball Games, Essex. Tel: 04028 517/424

Paintball H.Q., London. Tel: 081 3172789

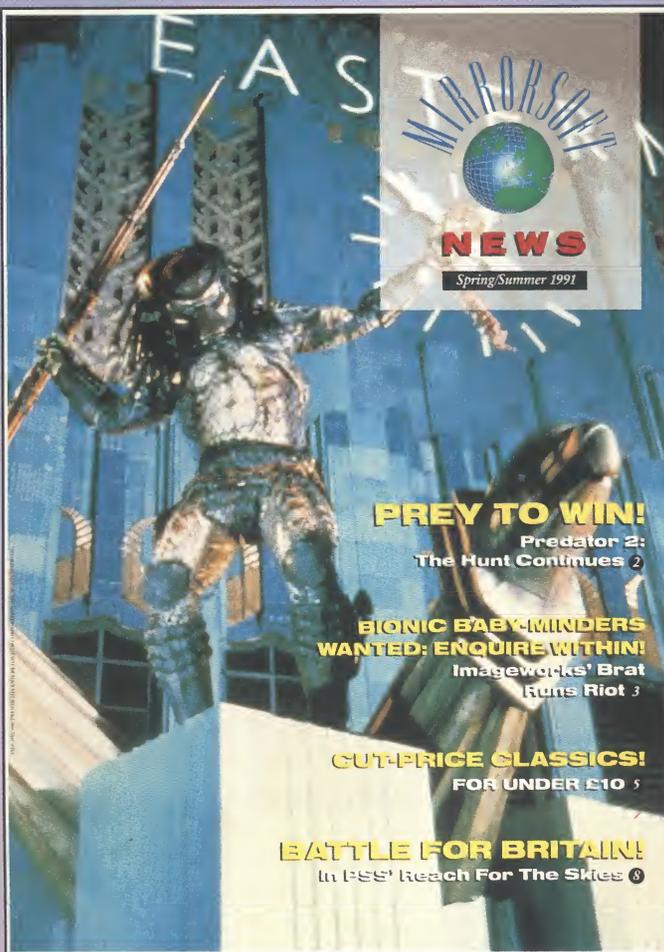
MIRRORSOFT PROFILE

Kerry Evans eat a stale cheese sandwich on a British Rail train, trudged across Blackfriars Bridge with the sun glaring in her eyes, and fought her way through the tourists heading for Tower Bridge. Has this girl flipped her lid you may ask yourself, or was she just interested in seeing what the software company Mirrorsoft are all about?

IN THE PAST

Mirrorsoft Ltd. was formed in 1984 and is part of the Permamon group of companies which is owned by the big chief himself, Mr Robert Maxwell.

In the beginning Mirrorsoft aimed at capitalising primarily on 16-Bit technologies, and today the company is regarded by many publishers, punters and competitors in the industry as the leading European 16-Bit publisher. Mirrorsoft probably finds itself in this position because of the diversity of entertainment products it markets under various labels. Image Works, Mirrorsoft's very own label, publishes original and licensed titles like Killing Cloud and Turtles, whereas PSS is targeted at the more sophisticated games player who is into simulations, fantasy role playing games and graphic strategy products. Conflict Europe is a good example of a game in this range, and another war inspired game, Tank, is a Spectrum Holobyte title ideal for lovers of simulation games from sunny California USA. Cinemaware is another U.S. publisher covering interactive movie style games, and have churned



out zillions of titles in recent years like Rocket Ranger and Defender of the Crown. Finally, FTL is a market leader in fantasy role playing products like Dungeon Master, and is again an American based publisher. It's all well and good being responsible for the distribution of all these

products, quite another making them successful commercially without taking anything away from individual labels. I asked Peter Bilotta, Managing Director of Mirrorsoft, how he managed to keep all you gamers out there supplied with such varied and high quality games.

THE INTERVIEW

FUN: The Image Works label was set up three years ago with the aim of leading the field in 16-Bit software. Do you think this has been achieved?

PETE: "I don't think that was what was really started. Mirrorsoft as an entity wanted to lead 16-Bit technology, and we are a leading factor. Image Works has always been put forward as producing mass market consumer products, and that I believe is exactly what it is. If you put all our labels together, there's Image Works, PSS, FTL, Cinemaware, Spectrum Holobyte, you have a fine combination which includes leading 16-Bit technology. Within Image Works there are some products that are a leading edge, yes, absolutely, still. But that wasn't quite what was said. If it was it was mis-quoted".

FUN: What particular products would you say had the leading edge then?

PETE: "Within Image Works? I think Killing Cloud was leading in terms of achievement. I think the Bitmap brother's products are leading 16-Bit technology. First Samurai you see there has fantastic animati-

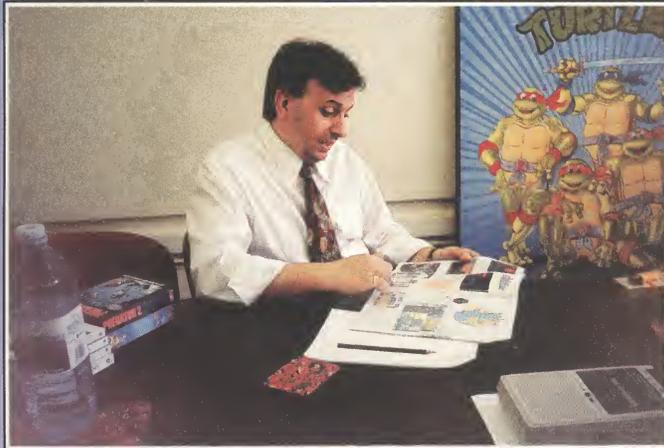
on, and it's unique in many aspects, so, in terms of that type of product, definitely it is leading edge. If you want to look at 'high and fancy' role playing, we have a number of products that are in development, Cathy (PR Manager for Mirrorsoft) will probably show you one or two, and Legend is one of them, which we believe is leading edge. Ah, on PSS label we have a product called Reach for the Sky: The Battle for Britain; we believe that's leading edge. And from our sister company Spectrum Holobyte, they are upgrading Falcon to SuperFalcon 3.0, that's leading edge".

FUN: You mentioned Killing Cloud earlier as being a high quality game. Do you think there's a danger, given that recently you have released games based on film licences, that this will take away from the quality image that has been associated with Mirrorsoft?

PETE: "Yeah, I think that definitely is a problem. We feel we are pretty unique as a company because we cater for so many consumers. It is always a constant battle. We have been reading criticism that Mirrorsoft has lost its leading edge in 16-Bit technology, but if the people who criticised really looked at the products in detail across our range, they could see that their criticism was not really quite true. But it does give us more difficulties in marketing a product to make it become leading edge. Killing Cloud came out three months after Turtles for instance under the same label. Image Works is a mass market consumer label and will treat different aspects of computer programming within the same label. It's then how we position it in the marketplace. It does cause problems, but that's down to the crea-

tivity we put into the marketplace and the support we can give it."

FUN: When a programming team has had a few successes and some publicity, is it difficult to get people like the Bitmap brothers to renew their contracts?



Peter Bilotta, MD of Mirrorsoft, reads Computer Fun and forgets I'm there. It's so good...

PETE: "Absolutely. I think any publisher in the industry has that problem. Sometimes the publisher is not good enough or big enough and you outgrow each other. In the Bitmap's situation we knew from day

them to be able to do that. We believe Cinemaware, FTL and Spectrum Holobyte if they so desired could open up their own branches in the European marketplace because of the good job that we have done for them, as well as giving us good product. If

you look at the record and film industry you realise that people have to be given the opportunity to do it their own way."

FUN: Do you find that there is any interference from, or that Robert Maxwell ta-



Peter Bilotta, Boss of Mirrorsoft, with Cathy Campos (PR) on one side and a green friend on the other!

one that because they had so much talent and creativity one day they would be after it themselves. In the same way, when we put our American affiliations into the marketplace, we know that one day they can do it themselves. Our job is to help lead the way for

kes any kind of active interest in Mirrorsoft at all?

PETE: I wouldn't say interference, I would say tremendous assistance. Him and his senior staff give Mirrorsoft, considering the size of the company and his position in it, a tremendous amount of assistance

through Maxwell Entertainment. We have to show that the company pays for itself as there are no open cheque books here. "**FUN:** Apart from Rocket Ranger, have you had any difficulty in publishing any other games in Germany at all?

PETE: "Fernandez must Die was banned, and we've just been told that Wings is going to be banned about a year after it has been out in the marketplace. A small town in Germany that went through it complained about it. As far as Rocket Ranger is concerned, a version produced by Cinemaware was allowed through which got rid of the Nazi overtones, and I don't think the game was actually banned on the Amiga. The game itself was eventually accepted, but they refused to take it because of the name Rocket Ranger. Predator II may be banned as it is regarded too violent, but the film is out there and it is visual and violent."

FUN: Do you agree with this censorship of computer games?

PETE: "To be able to suppress a piece of computer software just doesn't seem right. We don't want to downgrade any social events that they might want to put into their market place or put through to their children or anyone who is a consumer, but to me if one media is allowed then all media should be allowed. It's as simple as that".

FUN: Do you feel STs are starting to cater more for a budget range of products?

PETE: "I would have said up until today yes. But I've heard of something today that makes me believe there will be a resurgence of the ST machines this year. I would like to see if that does happen, but I can't say much more than that".

FUN: Do you think CD



Cathy Campos, PR Manager playing first Samurai, a "leading edge" Mirrorsoft game for the Future.

ROM will replace conventional disc storage for games?

PETE: I don't think it will entirely replace it, but CDTV is what we consider the first mass market CD ROM machine. We see PC Rom machines as being software bundled with hardware to try and expand its hardware base. There is still a lot of work to be done on CDTV to get it mass market though. It may take over, but you'll have to go through another channel first, and that's consoles. Next will come console attachments with CD Rom and so on. It is definitely going to be a big chunk of the marketplace, but will be slower than people first imagined".

FUN: Do you think CDTV will effect conventional Amiga sales at all?

PETE: "Eventually, yeah,

absolutely. But don't write off the Amiga just yet, Commodore will keep the line going with more and more extras and attachments.

FUN: Do you think Virtual Reality products will filter down into the home market at all?

PETE: "Again, eventually, yes. There are a couple of companies working on Shopping Mall scenarios which have Virtual Reality aspects, and like any entertainment market it will eventually come down to the consumer.

FUN: Is Mirrorsoft working on any Virtual Reality products for the home at the moment?

PETE: "No, we're not. Within the group yes, but not Mirrorsoft."

FUN: If you are still with Mirrorsoft in ten years time, in what direction would you



First Samurai

like to see the company moving?

PETE: The role I have is to ensure stability in every market we enter into, and ensure the future of Mirrorsoft's intellectual properties. Whatever we do has to be global, as we're investing in other markets today for tomorrow.

IN THE FUTURE

Mirrorsoft may have started as a company catering primarily for the 16-Bit market, but seven years on they are exploring the new consumer hotbeds of consoles, CD Rom and CDTV. When I interviewed Peter Bilotta I was ushered into a moderately posh conference room in which Dixons

had been entertained in earlier. Could it be Dixons are considering stocking STs or doing something exciting with them? As for the Virtual Reality product being developed by another company in the group - well that's another thing I'll have to look in to and update you with as soon as the Editor-in-Chief stops screaming for this copy. In the meantime, look out for Falcom and Xenon II on CDTV which have just been released, and Turtles II which will be released towards the end of the year. Cisco Heat and Duster will be out about then too. Turn to our preview page though for the low down on First Samurai and Legend.



Pete can rest on his laurels with all these successes behind him or can he?



Legend

COMBAT ZONE

Welcome to the Combat Zone, the area of the mag where we line up the latest releases on all formats and play them till they drop.

METAL MUTANTS 36

Robotic carnage in the jungle from Palace Software.

CRIME DOES NOT PAY 38

Become the Mayor of Crimville USA through bribery, corruption and murder.

PREHISTORIK 40

Out in search of lunch in the land that time forgot.

STORMBALL 42

Future sport, but oh dear, was it slow.

ARMOUR-GEDDON 44

Shades of Battle Command here, but plenty of variety with six types of vehicle.

CHAMPIONS OF THE RAJ 46

Unfortunately timed Indian epic from the days of colonial glory.

STELLAR 7 48

More Battle Command style action, but this time leaving an awful lot to be desired.

ARNHEM 53

A bridge too far for our reviewer, he gave up and spent the night in Paris.

SUPER SKWEEK 54

The sequel to a cutie style game that got the thumbs up from our reviewer.

SWITCHBLADE II 56

Japanese style platform action game from Gremlin.

3-D CONSTRUCTION KIT 58

Costing a massive £50 on the Amiga our reviewer investigates the claim that this is your chance to create virtual reality.

JAHANGIR KHAN'S SQUASH 61

Ooh, the excitement of repeatedly hitting a small black ball against a wall.

SPIRIT OF EXCALIBUR 62

Arthurian legend with excellent graphics.



QUADREL 63

A strange paint in the pieces game that most PD games would compete against.

WING COMMANDER MISSIONS 64

You do have a 33Mhz VGA PC don't you?

HILL STREET BLUES 65

I shan't do it. I won't do it. Oh alright then. Let's be careful out there.

DISC 66

Another -chuck a frisbee at your opponent- style game. Better than Stormball mind you.

CRYSTALS OF ARBOREA 67

More pixie type adventures, but the front cover artwork was good.

AFRIKA KORPS 68

Rommel v Monty in the desert. The choice of armies is yours.

COHORT 69

Using the Rorke's Drift miniatures system our reviewer wasn't happy to be fighting for Rome.

HERO QUEST 70

Everybody wants to be a hero

UPDATES

SKULL & CROSSBONES 72

Domark takes heed of the criticism of the Amiga version and makes the C-64 format a pretty good game.

GOLDEN AXE 73

Superb graphics on the PC, but oh so slow gameplay.

GODS 74

The ST version comes under scrutiny.

F-29 RETALIATOR 75

A superb PC version that puts all others to shame. It's even better than Falcon.

METAL

Most of the human race has now been wiped out by their bio-mechanical slaves, but it was their own fault as they had given up work and indulged in hobbies entailing sex and drugs (lucky for some huh!)



While unaware of a large mutiny among the slaves they were wiped out in their billions.

A small number of the surviving humans with sensible hobbies such as model railways and the like then decided to build a new and faithful bio-mechanical robot to carry out the hair raising

task of wiping out the millions of rebellious robots, and you have the job of controlling this saviour of the human race. Obviously a literary genius worked on this plot. You take control of a master robot called the Metal Mutant which can transform into three different types of killing machines. These are a mechanical dinosaur, a tank like robot and a robotic man, all of which have different weaponry and capabilities. In the game you will often find a puzzle that can only be solved by one of the formations of the metal mutant. For example the bees on level one may prove a problem until

you use the dinosaurs flame thrower against them, but still you must destroy their hives with the tank-like robot. The graphics for this game include 160 fully bit-mapped screens which look very good and are full of fiendish puzzles that will probably have you pulling large chunks of your hair out, presuming you have still got some hair. These puzzles include jumping over swamp areas which are too far for your robotic man to jump, getting past raving crocodiles, flicking switches with the dinosaurs seemingly uncontrollable robotic fly and many more. Forty different aliens must

be disposed of and these come in the forms of mutated dragons, crocodiles, bees, lizards and loads of other mutated creatures. After playing Metal Mutant for a while you will find the best weapons to kill, or as the case may be, not kill the mutants. When on a screen occupied by a number of enemies the onboard computer will tell you how many there are and you must dispose of all of them before proceeding to the next screen. Luckily your nasty enemies are stupid and seem to want to get massacred as they only attack you one at a time. This could be due to speed or programming limi-



MUTANTS



tations. On starting the game if you wiggle your stick about you will find that some of your robots do not have all of their moves. To give your robots more moves all you must do is find cartridges, some of which are easier to find than others. The cartridges can hold one move each including battle axe, tooth, claw, missiles, remote flying robot and

many more. With most other fighting games the majority of weapons and moves are there from the start but as Metal Mutant allows you to add them as you go along it makes the game much more playable knowing that there could be a weapon on the next screen which you will have to master. Metal Mutants is very different from Metal Masters

from Infogrames which we reviewed last month, as it is more of a puzzle solving game than a fighting game but it is still just as good.

Simon Dale

GRAPHICS	92 %
SOUND	81 %
GAME-PLAY	93 %
VALUE FOR MONEY	92 %

HIT
CHECK IT OUT
FORGET IT
GARBAGE



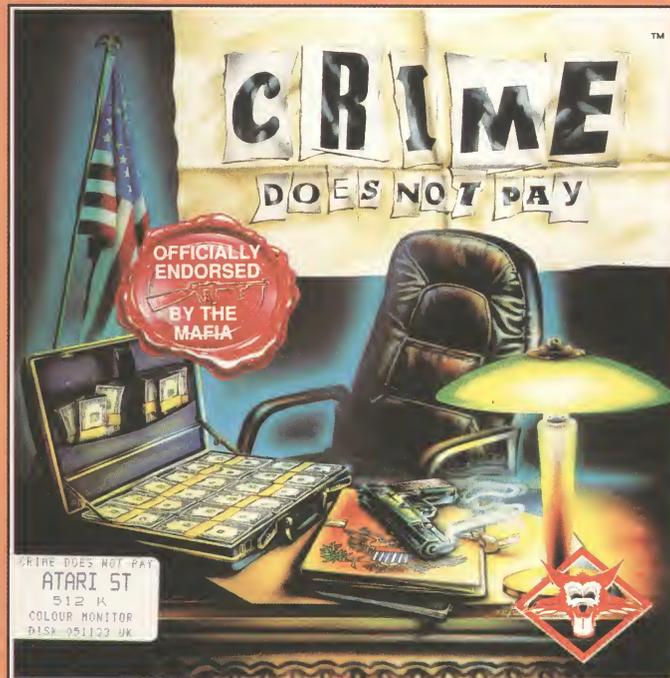
CRIME

does not pay

Fah, crime does not pay indeed. That's like one of those moronic 'winners don't use drugs' messages when half the sports world is shoving stuff up their nose or in their arms. Let's face it, crime does pay, if you get away with it.

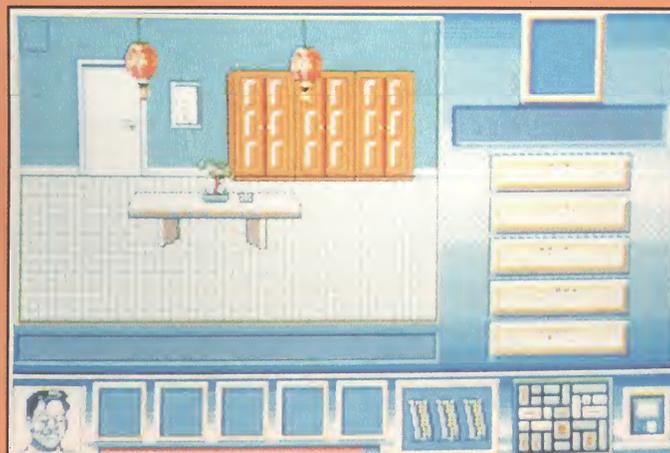


Accountants are actually paid to defraud the Inland Revenue for example, and half the deals in the City are backed up with incentives, backhanders and charitable donations. Corruption is rife so what are you going to do about it? Strangely enough this latest Titus game takes you to a city where bribery, blackmail and murder are all so much more open than they are here, and gives you the chance to do something about it. In this case you aren't out to stop crime, you're out to make some. Yup, Crime Does Not Pay may be cop out title to salve the consciousness of the do gooders, but the game itself has you roaming the streets in search of easy pickings. The final objective is to rise in power until your little family rules the entire city. You do this by being elected Mayor, while disposing of the present incumbent, as well as fending off the cops and the other families. You can either choose to be an



Italian (with rather severe sun tans if you ask me), or a Chinese family. The latter gives you a harder game. Not because the Chinese

are thicker or anything, or that the Italians are more corrupt, just that there are two skill levels. Whichever family you pick, it consists



of a Godfather, a Hitman, and a Girl in a short dress with a gun. Needless to say I immediately took control of the girl and roamed the streets of the city trying to find a situation where a short dress was of some use or lead to an interesting encounter. Several bullets in the back later, I was back at family headquarters with a packet of band aid and a city map, planning my revenge. The areas which are under your control and are relatively safe are highlighted on the map, so the plan is to try and bring more under your sway. You also need to get out into the nastier parts of town in search of objects and deal. You can in fact rob people in your own neighbourhood, simply by walking in, and grabbing any items that are lying about. The straightforward move around and shoot system is replaced by an object handling system, which allows you to pick up and drop, store and use, or give away. Obviously if you use a clip of bullets, they go straight into your gun. You don't want to be on the streets with no ammo. Even your own people will start shooting at you if you stand around after robbing them. What you are looking for on the streets is twofold. First you want wea-

pony. Second you want documents. In the first place you're looking for dynamite and a detonator so you can go rob banks (it takes four sticks), and the second point is that there are 20 incriminating documents out there which can be collected and used to bribe or blackmail City officials into supporting you. Remember the ultimate aim is to be elected Mayor. While there is constantly danger on streets (ie people hang out of windows and shoot at you), there are a number of interesting characters to meet. Not interesting but certainly useful is the doctor who will cure all your wounds for free. However, there is also a nutter with a machine gun just looking for trouble, so be careful. Actually conversing with someone is also possible, but how you go about it is quite odd. You see when you enter a building or room, the view switches to 3-D and you get a box like cursor. This is used to steal and use objects, but if there is someone in the room you point it at their head (!) and select use from the actions list. I suppose you are asking them to use



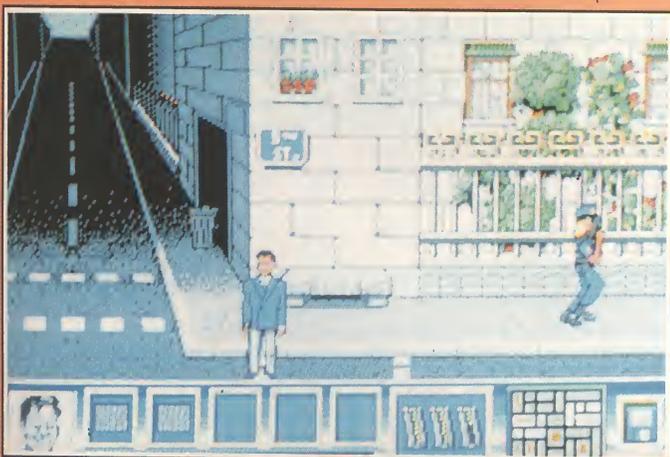
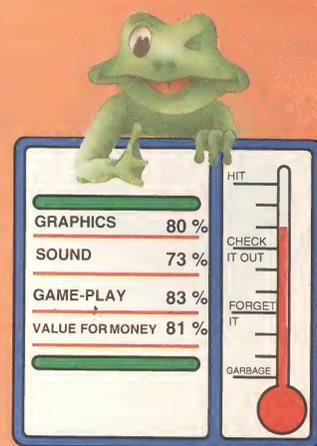
their head. Among the characters to look out for are the Chief of Police (get him and the cops leave you alone), the judge (can be bribed to look the other way), the Butcher (not a mad killer, but a pork chop dealer who is the people's representative), the banker (corrupt as hell), and the current Mayor. There are lots of objects to find, some of which have no apparent use, some which don't have any real use, and some which you'll only need further on, or even right now. For example one of the first things I found was a personal stereo with a Sex Pistols tape in it! Although confusing at first, you soon get the hang

of the action, and start plotting away. The graphics for all three versions are slightly different, and for the PC they are decidedly EGA, but still not bad. As you've come to expect with Titus PC games (Dick Tracy and Prehistorik), the game moves well on a slow 8MHz PC, it looks pretty good, and it offers a fine gaming challenge. Crime Does Not Pay may not be Cinemaware standard but it is playable and for the most part darned good fun.

Duncan Evans

AMIGA

It's the same game of course but with better graphics and sound. Strangely enough we had trouble getting it to work on one of our Amigas (well it wouldn't work at all to be honest), and this was a finished boxed game, so I'd check it out and don't lose your receipt. 85% ST Not the best version here by any stretch of the imagination. The music is dire, it grates and has you reaching for the sound control, while the control is decidedly sticky. It's still a good game though, so don't be put off by the minor flaws. 78%



Prehistorik

If you're into convenience meals, plastic wrapped meat and fruit picked fresh from the Supermarket trolley then this is not the game for you. Prehistorik is the right kind of game for those of you who put food high on your list of priorities though, but you'll have to be prepared to get your tucker the hard way.



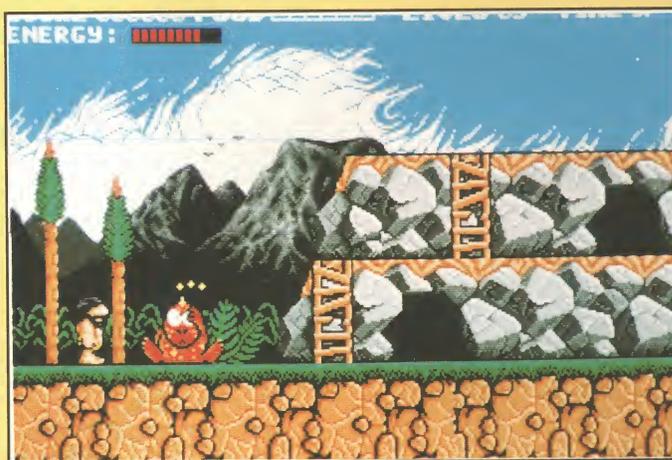
Having a plot consist of food missions in an age now faded in the mists of time may seem like a pretty dull state of affairs, but Prehistorik is far from dull.

This is partly because of the design of the game and in part due to the large number of interesting cha-

racters and tokens which can be collected. Add this to the painfully realistic obstacles and traps which are definitely to be avoided, and you'll wish you still lived in the times when a well stocked cave went for the same price as a terraced house in Sunderland. Take level one for instance. The design is such that you have to play the game a few times first and find out just where the traps and the interesting detours are. When you stumble across water with flying sharks leaping up in the air and a couple of banks to scale, it's pretty

obvious that you avoid running into the baby sharks, but what is not so apparent is that if you jump into the first stretch of water you

med into an angel and live a life of luxury in a pantry. There is a price to pay though; you'll have lost one of your four lives which you'd have done well to hold on to because the game gets tougher as you go along. There are other little interesting detours too. Push backwards on your joystick and you are permitted access to some of the caves where you will find all manner of goodies and perils. On the positive side there is extra tucker including some very tasty ham joints, but on the black



Are those stars real?



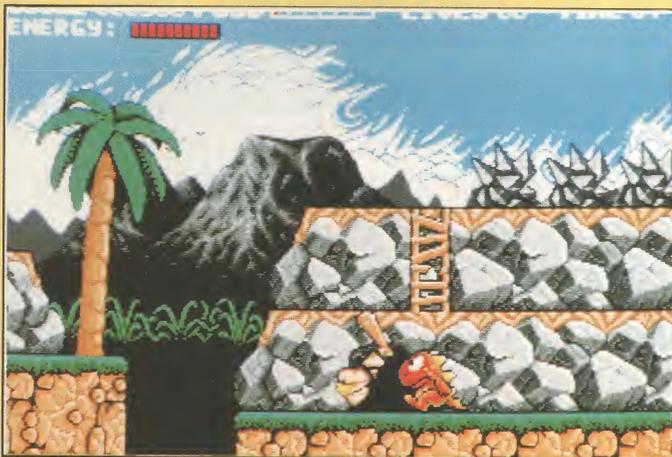
I'm sure there must be an easier way to fly.

will live to tell the tale. Here you will enter an underwater scenario where there is fruit ripe for the picking. Spring to the surface again using the springboard positioned on the bed of the water, and you'll see that your food rating at the top of the screen has risen a little. Attempt diving in for a dip in the other two watering holes and you'll be a skeleton of your former self, and as you've lived a blameless life be transfor-

side there are energy and life sapping spiders and things. To be honest I'd enter a few of these caves for interest sake, but there are plenty of bonuses to be had outside, so why be greedy and risk not completing the level when so much exciting action lies ahead? Probably because there isn't enough food outside the caves to let you leave each level, so you have to take the risks and try to top up inside. The ca-

ve component of the game is a little like the design in Millennium's James Pond, only in that game the favourite dish on the menu seemed to be fish! Outside the caves are giant and baby dinosaurs which range

death and turn into a bone bonus indicating you have sucked the very energy from their bones and boosted your flagging energy level. There are cute little bears, fire throwing yellow fluffballs, and a host of other creatures to fill the bottomless pit that is your stomach. The mystical fi-



.... and that's for eating my sweets ...

from green to orange and white with scales in makeup, and as long as you don't run into them and get a few bashes in on the head first they won't get the better of you. Watch out for the monkeys in the trees throwing coconuts though; if they hit you head on then you'll waste a life unnecessarily. It's fun watching them fall to an early

gure which appears from time to time will give you a helping hand since the bomb token you scoop up from him for instance will wipe all the other creatures apart from you off the screen. The magic man can also bestow limited invulnerability. As you leap from platform to platform, make sure you bash the rocks which bar your path with



Free range eggs come big these days.



Spiders in caves guard the nosh.

your club or it is you who will get the hammering. Smaller wooden stakes can be leapt over. The second level calls for a change in tactics as you have to map your way across the sky with only a few balloons between you and the water which spells death. It's just a matter of dodging the flying fish and ducks as you move across two screens and land on land once more where a whole new set of challenges await you. There are levels set in the bleak midwinter with more snow about than there is in the whole of Alaska, and so more and more living Restaurants are on offer for you to savour until you're ready to burst and can eat no more. The music on this format is very punchy and jungle inspired with lots of Bongo drums in the background, and the cartoon graphics are very colourful and work quite

well. The sideways scrolling is a little slow, but the control is fine; after all, you can't have everything, can you?

Kerry Evans

AMIGA

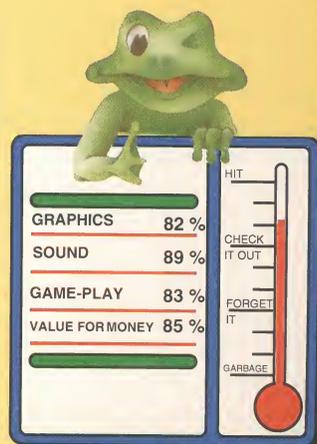
The opening screen of the Amiga system was different than the ST and PC versions as a chirpy scene with Prehistorik man, a dinosaur and some friends was missing at the beginning of the game. Apart from being a little less bright than the ST version and a little less pale than the PC game, the Amiga format ran much the same as the ST. Both PC and Amiga versions retail at £25.99.

84%

PC

The graphics were a little less colourful than the ST version but just as clear and interesting. This version did run a little bit slower than the other two, and to be honest the music wasn't up to much.

78%



STORM

Hover about on a skateboard which reassembles the one in *Back to the Future II* throwing a ball at your opponents tiles and guarding your own, makes for a constructive game doesn't it.



You start the game off with a grand sum of fifty dollars and with this you can buy your player. The first player you buy will not be very good as fifty dollars does not buy a lot. If

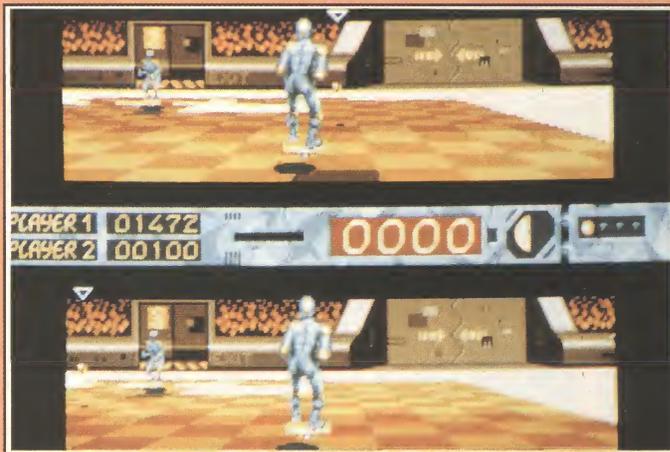
ve different levels of height, weight and endurance, which is categorised as age. There are two different circuits, the professional circuit and the school circuit, needless to say the school circuit is the easiest and is best for practising and beginners. A good opponent for beginners is Larry Caruthers whose father is an English lord. He bought his way into stormball rather than laboriously working his way up, he has never won a match in his short time in



More wierdog than at the local lodny bin

you do go for one of the more expensive players a crook like man tells you to wake up and smell the coffee as he shakes his hand like in the Nescafe advert. A match is divided into quarters, each lasting two minutes each, unless you have set the game for long quarters, in which case they are four minutes each. At the start of the game while in the selection process, you can choose which stormballer to be, each of which ha-

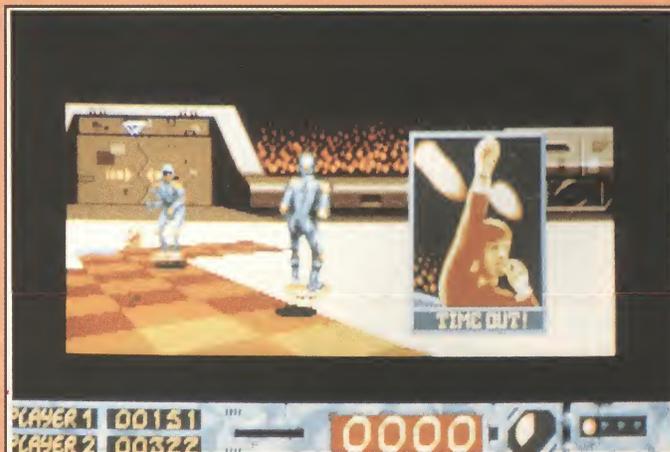
the school circuit and is probably the easiest opponent to beat. You may also choose your pitch, all of which come in a variety of uninteresting shapes and sizes in uninspiring colours. Once you have chosen one of the few useless and cheap players which you can afford it's time to start the action (if that is what you can call it). Fly your speedless hovering skateboard tediously around a pitch that is so dull it makes living in



Play with a mate or against the Computer

Milton Keynes seem interesting. Maybe if you're lucky you'll be able to hit one of your opponents brown or slightly off white tiles and gain some points. If you catch the ball you are given the wonderful possibilities of throwing it in any direction you are facing, but don't hover around to long studying the exciting opportunities of multi directional ball throwing because there is a time limit on how long an stormballer can hold a ball for. Presuming you do throw

the ball in time it will whiz over in the direction you have thrown it (hopefully at your opponents half of the court). Then your opponent either catches it or doesn't. If he doesn't the ball will hit his tiles making loads of pleasing icons shoot up into the air telling you how many points you have just accumulated. One of the many annoying factors of this game is that the ball moves much faster than anything else on the screen making it virtually impossible to



I'm gasping for a drink

STORMBALL



More onlookers than a Wembly Cup Final

catch, unless you are able to predict where your fellow stormballer is about to chuck the ball next. Which I couldn't and I suspect no-one else will be able to either. The other annoying factor of the game is that a computer opponent, no matter how bad his rating is, always moves faster than you. Now you may be thinking, ha-ha this reviewer can't play the game and is giving it a bad rating out of spite. If you were thinking that you would be wrong as

I can manage to beat people on the two player mode. Stormballs multi-directional scrolling could have made the game better if it was executed on a larger area of the available screen and also if it was faster. The scrolling is not so slow to make the game totally unplayable, but it is slow enough to bore you which is unbelievable consider that the playing screen is simply a small strip. The court is divided into two halves of equally matching tiles, each half is pa-

trolled by a stormballer whom cannot saunter off onto his opponents half. If you do try to enter your opponents half you will get a nasty surprise, as a strange force field or something much like a strange force field blocks you from doing so. If you throw the ball off the pitch it will rebound off a barrier, but if you have the ball you may not pass any barrier tile. Apart from the barrier tiles which you cannot make any score from there are six different types of tile. These are High score tiles, the white tiles which can score from 10 to 300 if hit, multipliers which multiply any score you have accumulated during your throw by two, null squares, if the ball drifts across one of these any score you have gai-

this sort which intensely damages your opponent. The power bonus gives the stormballer a massive surge of energy enabling him to throw the ball harder. The mega gives you a massive score of five hundred points, the stun will stun your opponent if you hit him or her with the ball while in the time limit of the bonus and finally the cash bonus can be given to you by a sponsor at the end of the match if he is impressed. If Stormball sounds like a good game to you after this review you either have some kind of mental problem or you cannot read. My advice to anyone considering buying Stormball is don't, unless someone is pointing a gun at your head telling you to do so.



Digitised graphics in place add to the realism



Only the coldest players will make the grade.

ned during your throw will be discounted, ramps the ball is thrown up in the air by these black tiles with no score, breakthrough blocks protect your bonuses with a shield and finally boosters which speed up the ball and occasionally direct the ball towards a high scoring tile. Bonuses appear at random throughout the game. The bonuses are as follows: scatterball, which throws shards of energy out every time it passes a bonus tile of

Simon Dale

GRAPHICS	70 %
SOUND	82 %
GAME-PLAY	40 %
VALUE FOR MONEY	57 %

Armour-Geddon

Armageddon is here with Armour-geddon, the new action simulation and strategy game from Pysgnosis, but is it really that apocalyptic?



The plot is fairly straightforward - some time in the distant future, a considerable time after a nuclear armageddon, the civilised Sheltered Ones (the ones who were in shelters during the nuclear holocaust) are under threat from the forces of evil. Actually the forces of evil are probably just cheesed off with having to live outside in the radiation, but anyway they have found the technology to build a massive beam weapon, and intend to do for the Sheltered Ones. The only hope for civilisation, in the form of these here Ones, is for them to gather the pieces for a neutron bomb and blow the beam cannon away (its too big for ordinary bombs or whatever). This is where you come in. After careful consideration of your strategy it is up to you to control the war efforts of the Ones in building various weapons. These are then used to beat back the forces of mutant-kind long enough for the pieces of the neutron bomb to be collected and assembled. Then the apocalyptic moment of truth and the threat to the world is no more, and all the Sheltered

Ones can sleep secure in the knowledge that they will wake up again. There are three parts to the game, but one of these is pretty basic in play. This simplest part is to develop and build the necessary weapons and vehicles. This involves very limited manipulation of re-

search facilities, and after the first ten minutes or so all the research is complete. The building of the weapons is a little more involved, since you will need to make sure that you have both the launch vehicles and weapons, but again it is very easy to get it right. The second part is to use the various vehicles to collect the bits of bomb and any other resources that you happen to come across. This is actually

placing such items as refuelling pods and teleport devices. The refuelling pods are self-explanatory, and the teleport devices enable vehicles to teleport from the base to the device and then back again, resulting in an easy means of travelling large distances. This is important since the vehicles that can carry pieces of bomb and materials are short ranged tanks. The action simulation section involves flying or driving the vehicles to the relevant destination and carrying out the allotted tasks. This could be reducing the number of enemy tanks with an air to ground strike, or dropping a teleport device from a bomber or collecting an item of material or piece of bomb with a heavy tank. There are a total of six different vehicles, heavy and light tanks, fighter and bomber planes, a helicopter and a hovercraft, each of which can carry differing payloads and is capable of differing tasks. And all of them have different handling characteristics. Control of the game is with any combination of keyboard, mouse and joystick, although the easiest way is with the mouse for the various menu screens and the joystick for vehicle movement. The menu screens include the research and development menu, where the equipment is built, the intelligence menu where surrounding areas can be examined and destination points can be entered, and of cour-



I didn't know I'd got as far as Egypt...

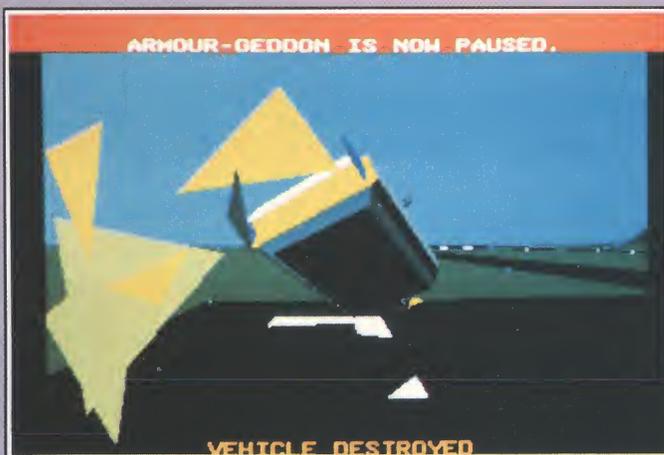
search facilities, and after the first ten minutes or so all the research is complete. The building of the weapons is a little more involved, sin-

important since it is quite easy to run out of the necessary materials to build the various pieces of equipment. This also involves



Detect Enemy vehicles with the radar.

se the equipment menu where vehicles are chosen and equipped with the required payload. Up to six vehicles can be in use at any one time, either directly controlled or under automatic guidance. With automatic guidance the vehicle simply circles unless a destination point is set for that vehicle, in which case it will head for the destination and then circle. Under manual control any of the vehicles can be used for combat or for more specialised tasks such as collection of materials. All this sounds very good, and it does indeed sound good. There are a nice range of sound effects, albeit a little repetitive since each of the ve-



It all went horribly wrong.

cussing scrapping their own nuclear weapons. So much for what you get, but how does it play? The answer is quite well, but there are a number of problems. To start the inclusion of the re-

be the limit on construction of equipment, and even then it is possible to recycle an unwanted item to provide material for another item. The strategy section is more involved and it is impor-

somewhat limited and unclear, there are lots of different symbols on the map, but the instructions give no explanation of what they all meant. Nor is it a case of exploring and finding the sections of bomb, since the location of each section of bomb is detailed as the previous section is collected. Finally the action simulation (can you have a fictional simulation?) is good. The controls of the various vehicles are very difficult at first, but once familiar they are easily handled. But forget strafing targets with the fighter, it just moves too fast. This is a hard game to get into, and some more details would have been helpful, but the large choice of



She flies like a bird.

hicles has the same sounds. The graphics are excellent, to the usual Pysgnosis standard, with smooth scrolling and clear landscape. The whole landscape is created from filled vector graphics, the vehicles likewise, and the whole thing is very smooth. Incidentally, whilst not really being relevant to the game, the intro screens are excellent and well worth seeing several times, as the events that cause the original nuclear war happen on screen. Oh, and you'll be pleased to know that it is up to date and the conflict came about due to a third rate nation firing off a nuke, as the main nations were dis-

search and development menu seems rather pointless, since it is far too simple and easy to form any real part of the gameplay. Lack of resources tends to

tant to use the correct vehicle for the job, not to mention making sure that you have enough fuel for the intended journey. To this end I found the intelligence map

vehicles is interesting, and quite complex strategy is needed later in the game.

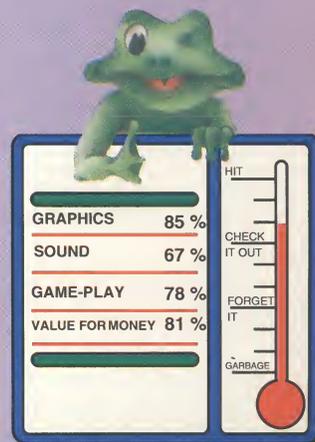
Mark Ulyatt



Select your vehicle here.



The sky at night.

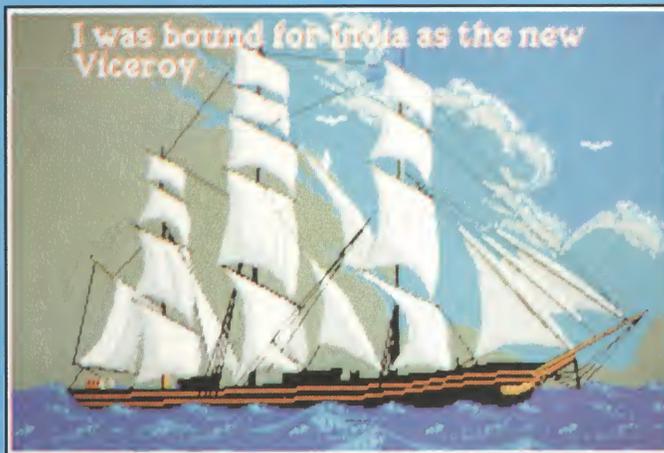


CHAMPIONS OF

As some sort of strange coincidence on exactly the same day as I started to play this game Rajiv Ghandi of India was assassinated. In the game as I was also one of the contenders for the rule of India and I also was assassinated...



A particularly gruesome and depressing co-incidence, it tended to make the game somewhat irrelevant. However, to be fair to Mirrosoft I gave it my best shot. Raj is a strategy game set in the nineteenth century, with you as a president contending with all the various factions of power with your overall objective being to rule all the states of India. The main screen of this game is a map of India which has flags representing all the power groups scattered over it. Your job is to



I bet they use Persil washing powder

attack the various venues where the opposition flags are situated. Champion of the Raj is unlike many other games of similar type due to its strange icon system. With most strategy games icons are always available to be used, but with Raj the icons only appear on the screen when

the program wants to be them there. This can be frustrating sometimes, but as there are only four icons it is not too bad. The four icons are attack, talk, parade and decision which when on the screen are all very simple to use. As with many games of this type you must strike a balance

of generosity to the people under your rule while buying enough weapons and soldiers to withstand attacks and make counter attacks. To please your people you must do things like put the army into the cities when gangs of jobs are causing trouble and build dams to stop flood waters, otherwise you may find yourself being assassinated. If you are to survive in this game there is only one key and that is as usual money. Money is collected by taxation, the amount of tax you are able to collect each go is all according to how many states you hold, how many people live in each of them and the level of your industry. To give you a rough idea of how much tax you are likely to collect each turn you can click the mou-



Not a river bus is in sight.



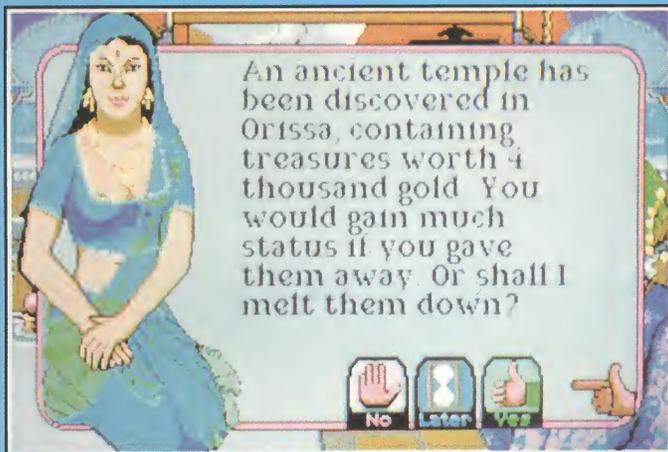
Why fight when the scenary is so good?

OF THE RAJ

se cursor on each of your states to get the relevant information on them. It is best to capture states with good economies as you tend to get more taxation on them. You can click on an enemy occupied state, as with your own to get information on their economies. Unfortunately the states with the best economies tend to be your opponents capital cities which make them that much harder to capture. Many sub games are included in Raj, for example if you fail to get rid of the yobs in your city you must personally fight the ring leader yourself. You will also be challenged to an elephant race from time to time by other states, which you can choose to turn down if you wish, but it is just harmless fun so it's best to accept because if you win it will make your people respect you. During the elephant race you will take a aerial view of the four racers and all you must do is get to the finish line first, but watch out for the rocks and other obstacles as they slow down your progress. At the end of your game turn you must move the mouse cursor to the bell and click on it, if you are lucky and have put the cursor in exactly the right position your turn will end, but if you are slightly out of position a lot of slight manoeuvring is in order. If you have clicked on the bell and hadn't made a decision with the decision icon then that's for chance blown for this turn,

which can be very annoying [Only an idiot clicks on the end of turn icon before making a decision Simon - Ed]. There's one thing

owners is annoying, and for Amiga owners must be downright infuriating. If you use Raj with a standard PC the execution of the gra-



I always thought Indian women were bashful?

you'll invariably notice if you get to see all versions of this game. They look much the same. That is because the programmers, Level 9, are using a system called HUGE, which simply ports the code and graphics from one machine to another. Unfortunately it's all done at EGA PC standard, which for VGA PC

phics is very slow and frustrating, even more so if you don't have a hard drive, as it takes the game about ten minutes to load and that's not including all of the sub games which are loaded when you require them. Even with the game installed on a hard drive you can still expect to wait three minutes for loading



I dig the fancy dress.

as you sit through the massive introductory sequence of painstakingly slow animated pictures. The game does not make up for the loading as this is just as slow. There are also problems with the icon system which allows you to play the game. If you click on an icon to take you back to the main screen the screen will then appear and the cursor, which seems to have a mind of its own clicks again on the icon it appears on, taking you to a screen you don't want to be on. Apart from the slow speed on a standard 8MHz PC Raj is an interesting game with graphics that could have been better if they were VGA. Nothing new, but worth a look if you are into this sort of game.

Simon Dale

ST & AMIGA

Should be out now, but apart from being quicker the gameplay is the same, and so, unfortunately, are the graphics.

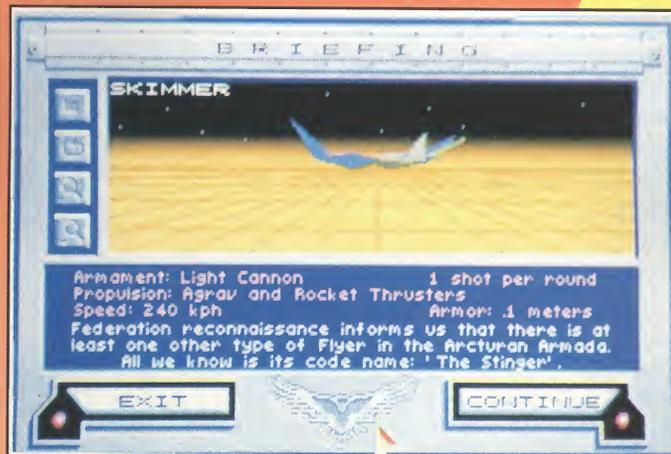


STELLER 7

There's nothing more tedious than reading the same damn game scenarios over and over again. There's always some really evil slob from another planet posing a serious threat to your colony, or, more commonly Earth.



In this instance not only is the scenario completely unoriginal but the game is too. Gir Draxon is the Supreme Overlord of the Arcturan Empire. Evil and cunning his plans are to liberate the Earth. As the commander of the defending forces, your task is to stop the advancement of the attacking forces and render the Arcturan Armada useless. Naturally, you are in full command of Earth's most powerful, sophisticated fighting machine. The raven is the imaginative name for this craft and it is from the cockpit that you view the battle and do the blasting. Stellar 7 is another three dimensional shoot-'em-up game. It's introduction sequence is very good and includes some synth speech, but this is where the originality ends. The game itself is all too like most other 3D games with various ideas stolen from them. You do get the chance to see the statistics of the enemy vehicles and also get a rotating three dimensional view of the craft so that you can identify it. Once in the game it sud-



Clear views take the sting out of playing.

denly dawns upon you that the graphics are reasonably poor. This, coupled with the unnecessarily jerky movement of the flat landscape leaves you with a bitter taste in your mouth and thirty notes fewer in your pocket. Other ideas which have been used are the end of level guardians. Beat this tough metal beastie and you are warped to the next danger

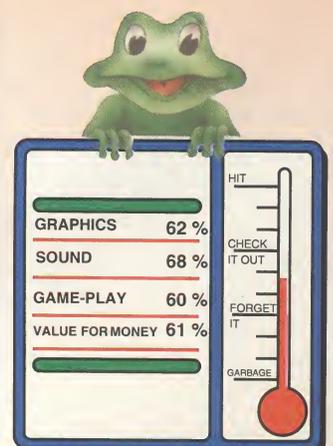
zone where the clean-up campaign gets heavier. On the seventh and last level you will come up against your toughest challenge as you take on the mighty wrath of Gir Draxon and his heavily armed body guards. Various pods are to be found upon the surface of the planets and these can help your cause immensely. Utilities such as a cloaking devi-

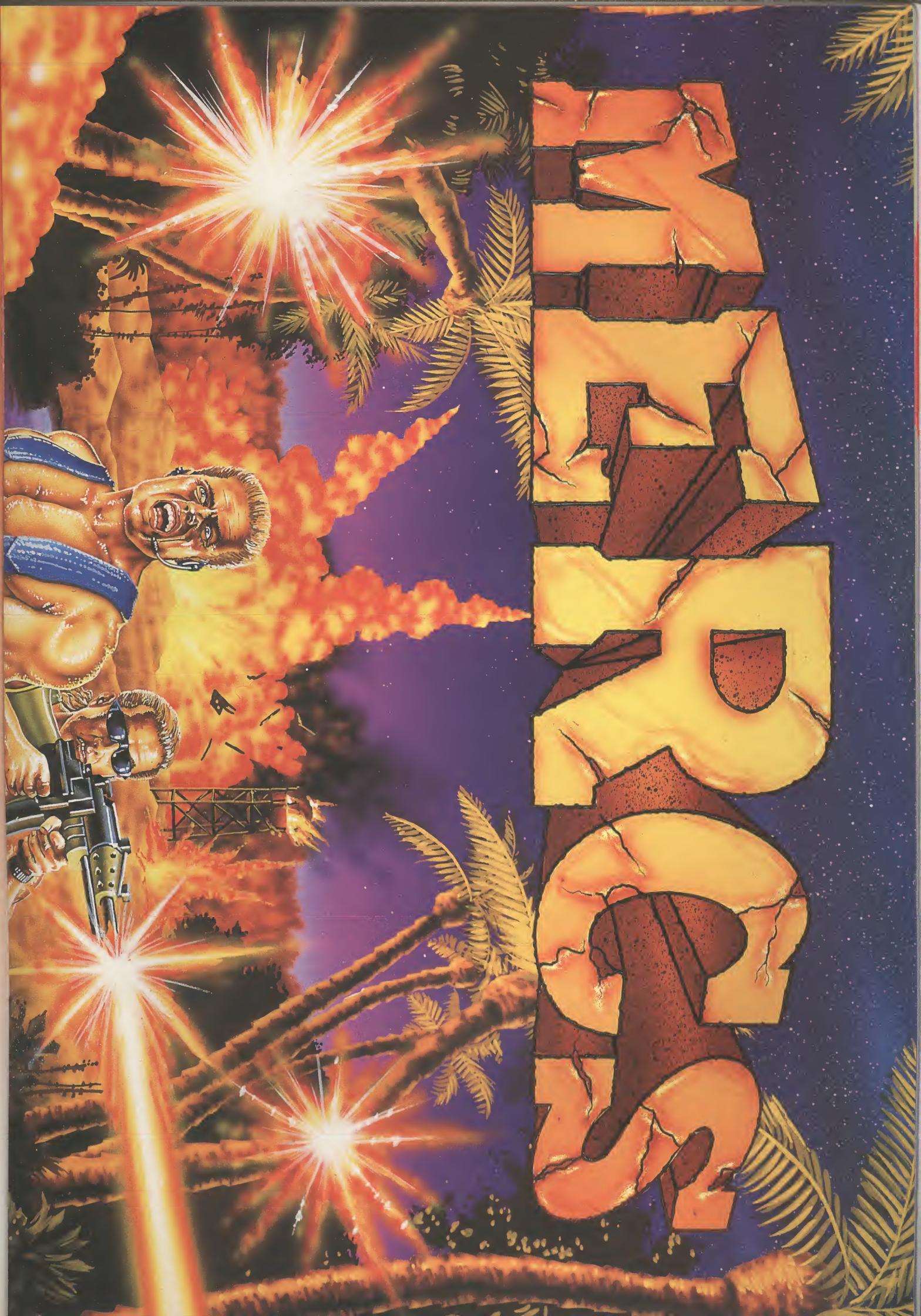


I'm sure I took the right turn...

ce (signs of the designers having seen a few episodes of Star Trek here I think), Eel Shield for reversing enemy shields and MP Thrust make living a lot easier, but not really any less tedious. One thing you must do whilst playing is ensure that your energy levels stay at a reasonable figure. If they become exhausted the Raven will lose all its shields and a direct hit on the defenceless craft is likely to send it to oblivion. Although the graphics are not at all bad, they're not too hot either. Starglider had better 3D animation when it was released five years ago. The sound effects are reasonably good though. Stellar 7 has no original ideas at all. Apart from that, game play is slow, bordering upon boring. However, if you are into 3D shooting games then it may be the release you are looking for but more than likely isn't.

Andrew Banner





MILLENNIUM PRESENTS

STUBBART

SPORTS SENSATION OF THE 21ST CENTURY



 **MILLENNIUM**



D. Bracher.

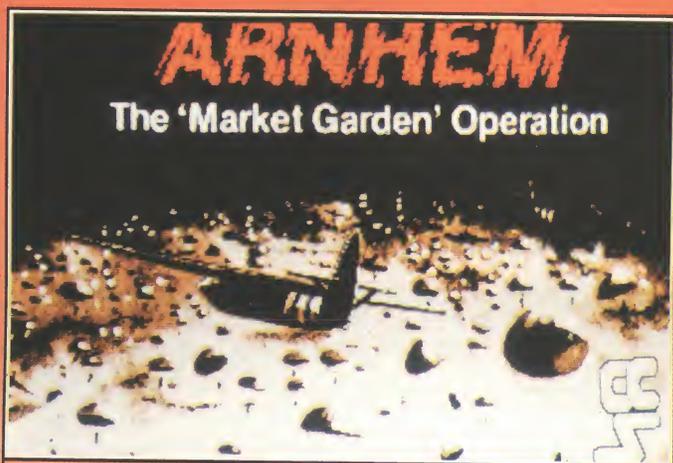
ARNHEM

Operation 'Market Garden' started life as an ambitious scheme to substantially shorten WWII, but ended in fiasco as German SS Panzer divisions entered the fray.



Of the ten thousand or so men dropped by parachute, over ten percent were killed, and sixty percent captured. But can you do any better in this simulation of the complete Market Garden operation by CCS?

The game is divided into a total of five scenarios, ranging from a short five turn scenario based on the advance to Eindhoven, to the full scenario lasting twenty-six turns and covering the entire battle. There is also the option to play with one, two or three players, respectively playing the Allies, the Allies / Germans, and the British / Germans / Americans. The units are at battalion or brigade strength, and have specific movement and attack capabilities. Orders include movement, digging in, and bombardment, and it is also possible for units to travel at high speed over roads. The screen display is divided into a map section occupying about two thirds of the screen, and the command section by which orders are entered (using the mouse). The map is populated with



Are these magic mushrooms?

rivers, streams, marsh, trees etc, and is fairly detailed. The military units are marked by squares about one centimetre square, (much less when they are travelling along roads). Units are ordered one at a time, in strict order. This is a problem since it is not always possible to tell what units occupy the same area (units may be stacked) and

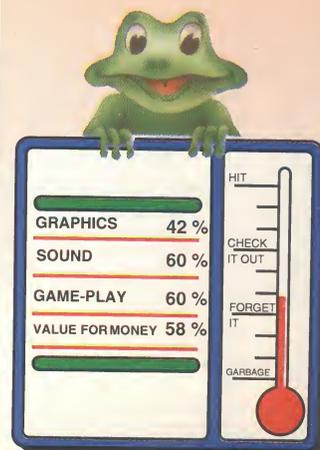
combined with the fact that the units move at different rates it can result in confusion as to what unit is where. So after moving an infantry brigade to attack an enemy unit you may well find that you have just exposed an artillery brigade to attack by enemy infantry. In addition all units, whether friendly or hostile are simply marked with which side they are



Map your way to victory.

on. The only time you will find out what a unit is, is when it is the turn of that unit to move. There are also difficulties with the various combined scenarios. If the map area is larger than a single screen the units involved are moved in batches, one for each map section. But there is no way of moving forces that have succeeded in their objective to aid forces playing on another screen. The battle for Arnhem was a failure for the British, and to be honest this game isn't that much better. The failure to identify friendly units, lack of definition of the various terrain types, and inability to move units from one map section to another makes for a poor game. And given that there are possibilities for three players it would have been nice to see an option to play Germans versus British computer forces.

Mark Ulyatt



SUPER SK

Once upon a time in a land far away there was a compulsive painter called Skweek. His only joy in life was to go around painting the floor and occasionally knocking off bad guys.



But Skweeks family is a large one, and now Skweeks cousin Super Skweek is here to tell his tale, and as you may guess from the name Super Skweek is even more heroic (?) than Skweek. The aim of the game in Super is just the same as in Skweek - paint the floor, shoot the nasties and perform various other heroic deeds, but the game is much more complex with all sorts of optional weapons, special tile types, miscellaneous enemies and weird bonuses. As before you start with a cute furry bundle of fluff called Skweek, armed only with a

paint gun which can shoot straight ahead or paint tiles, completing the mission for each level leads to the next, and collecting money enables Skweek to update his armoury, or buy extra lives, of which you start with eight. But beware the thieves, 'cos

se all the captured Skweekettes, and kill all the monsters. All of these have a time limit and if Skweek takes too long then he loses a life, but luckily doesn't have to start again. Mind you, if you manage to complete all 225 levels then I think you

there are blocks, removable blocks, on/off tiles, stairs, bombs, elevated levels, transporter tiles, direction tiles and of course monster generating tiles. All of these and if you fall off the edge of an island you'll die. The only good thing is the shop, where Skweek can buy weapons and powers, not to mention extra lives, but all at a price. The only way to make that price is to kill monsters and collect the coins they leave behind. The monsters come in five types. The majority simply float around and kill Skweek if they collide, but some are thieves and will steal all the money Skweek has found, although at least in this case they do not kill Skweek. The other two types are more dangerous. The Black Skulls are indestructible, and the only way Skweek can survive is to avoid them, next are the Eyes. These home in on Skweek at great speed, and it requi-



What is the UK Ed doing in this game?

they'll steal any money you manage to collect if they collide with Skweek. The missions are of three types, paint all the tiles pink, relea-

rate Superbeing status, if only for staying conscious for the length of time needed. Apart from the standard grey tile for painting



Banana yellow was always my favourite.



Who needs Hawaii with locations like this?

KWEEK

res quick reactions to get them first. Last but not least are the Shooters, these spray bullets at random, and if one hits, Skweek loses another life. So much for the problems, what about the various bonuses and weapons. The bonuses are mostly in the form of a high score, but there is also a money box, and some mimic the effects of the weapons and powers which may be bought in the shop. The other two are a Freeze option which freezes every monster on the screen, and a stop option which stops every monster on the level. The shop is entered by a special tile and the goodies are of two sorts. One type is the weapon. These range from four way shots, eight way shots, circling shots, homing shots, shots which paint tiles, shots which destroy blocks, shots which zig-zag and so on. Quite a plethora really. The other type is the defensive or useful kind and includes a shield which protects Skweek from being destroyed by monsters, a fast and slow option, shoes to enable Skweek to walk on ice, a large paintbrush which allows Skweek to paint tiles without actually walking on them, and so on. Then there are extra time, and extra lives. All in all the selection of goodies is excellent and you'll need lots of money to buy them all, not to mention the fact that you tend to lose the weapons or powers at inopportune times, and that some only last for the one level. Completing a level

requires both speed and thought. Some of the simpler levels simply require Skweek to walk over each tile to paint it, with no difficult manoeuvres, but others are fiendish. Thus one is covered in ice with only occasional tiles for painting. Since Skweek tends to slip around on ice he tends to die a lot unless he has the shoes.

he tends to fall into the holes created and die. But of course if he gets it wrong he finds that the tiles he needed to reach another area have just disappeared, and he can't complete the level. Then there are the monster killing levels. These tend to have a lot of Eyes roaming around, so the best bet here is to be equipped with a



Pink is Skweek's favourite colour.

Another requires Skweek to set off lots of bombs. These remove a substantial number of tiles from the level, and if Skweek isn't careful

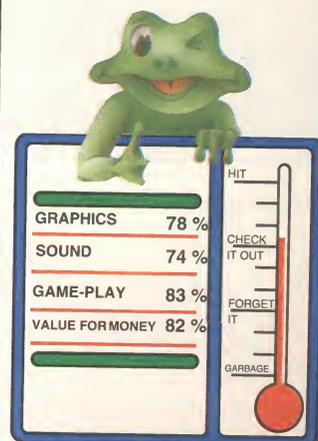
shield or homing and eight way shots. The rescue levels are much nicer. All you have to do here is rescue the poor imprisoned Sk-



He's got more hair than the UK Ed!

weezettes by touching them, but beware the monsters. The graphics and sound in this game are both good. The graphics are clear and well detailed, with lots of colour and hundreds of different icons for the various bonuses and weapons. Each level has a different shop proprietor, and the portraits for these are very good, especially the one of the girl. The sound effects are well defined and varied enough to be interesting. The levels are split into five groups of forty-five, and any of the first three groups may be played immediately, the last two groups require a special access code. The levels may be played in sequence, or if this becomes boring they may be mixed and played at random. There is also a ten level construction kit which allows you to design your own levels. This is a very nice little game with pleasant graphics and sound, the construction kit gives you the chance to design your own levels, but it would have been nice to be able to construct more than ten levels. The random level option means that even if you do not progress from level to level you can still play all sorts of different levels.

Mark Ulyatt



SWITCHBLADE II

It doesn't seem like thousands of years ago when I, as Blade Knight Hiro, destroyed Havoc and saved Cyberworld in Gremlin Graphics platform action game. Obviously it must have been, since the sequel, Switchblade II carries on the fight thousands of years later.



With the original game coming out recently on budget now would appear to be the perfect time to release a sequel, and the good news is that it is quite an improvement on the original game.

But then I say that because I thought the first game was pretty poor, and this



More Skycrapers than New York

years of peace and prosperity. Well, who want a bunch of saviours strutting around, eating your food, taking your women, ordering you

chucked them out. Bad move as it transpired, since Havoc, arch enemy of everyone has activated a volcano, plus earthquakes, crop

me with marzipan, wouldn't you just know it, the descendants of old Hiro have been passing on the secrets of the Blade Knights, now minus the Switchblade weapon, from father to son, for all these years, and they just happen to have one hero ready for combat. Cripes, he's called Hiro as well, which could be a good or bad omen depending on how well you got on originally. Thus you take the role of Hiro again, sans Switchblade, but armed with a dagger for close range prodding, and a cyber-arm for all those power ups that careless people leave just lying around. Off you



Buy shapes in the Electric if you can.

one is only average. In Switchblade II the saviours of Cyberworld, the Blade Knights, have gradually been phased out over the

around, when the evil force has been defeated. Needless to say, the populace quickly grew disillusioned with these freeloaders and



The highroad to heaven.

failure and probably a hole in the ozone layer. Gasp, mutter, hand wringing, who will save the people of Cyberworld now. Well butter

go, across various dangerous landscapes in search of the volcano and a confrontation with Havoc. Well that's what it says in the ma-

nual. After a thankfully easy first level, you disappear down a hole in the ground and continue the quest through underground chambers. The first level is pretty easy, and after a couple of plays you should get through it without losing any lives at all. While the shadowy ruins of a major metropolis impress in the background (though that is completely out of context with the ac-

and add firepower to your bionic arm. Initially this is in the form of a simple gun shots but the weapons get bigger and better as the opposition starts to get tougher. You can look forward to a laser beam, flame thrower (shades of Turrican here), shuriken, dragon weapon, and super homing missile. Hiro comes complete with three lives and an energy counter. You can take a few

platform. When underground the scene changes quite dramatically, with more automatic defenses to beware of, including spikes from the floor. Unfortunately the ceiling is too low to jump over these (you just bang your head and land on the spikes again), so a timed run is the only answer. The robotic foe start to get bigger and nastier now as well. Although the game works

through a level, it is extremely tricky trying to get off the ladder at that level. More so when you cannot simply jump off the ladder, or even fire while you are on it. Having said that the game gets better from a graphic and design point of view as you go along, it's still pretty uninspiring. And when you get to the large trench and have to ride up it while stood on a hover-



Is this a high jump or are there ants in his pants?



Each shot is a little star.

tual society depicted by the scenario) as they scroll along, the foreground scenery is abysmal. All you get are a couple of crates and some platforms. Surely someone could have put a bit more thought into the game than this. Still, it's only the first level I told myself. Things are bound to improve. And so they did, but not to a great degree. If you want to compare Switchblade II to anything out on the market at the moment, it's Shadow Dancer, but completely less inspired. So on the first level you'll encounter little metal rodents, and bigger metal rodents which chuck bombs at you. A nice touch is the recoil on the beasts as they fire each bomb. After dispensing with all and sundry you can pick up tokens for extra points,

hits before your energy runs out, but what tends to be more irritating is that when you do get hit or physically

quite well, with timed leaps, accurate firing and careful thought getting you through, there's a definite

platform the words Robocop 2 just scream at you. I quite enjoyed Switchblade II, but it's far from being stunning or even up with some of the current platform shooting games. If all you are looking for is a routine, run of the mill action adventure then Switchblade II fits the bill.

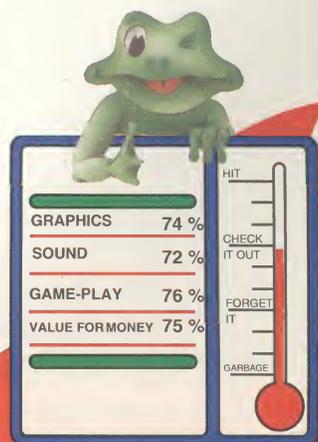
Duncan Evans



More stripes than a Zebra crossing

run into an alien, Hiro jumps backwards. Just hope this doesn't happen when you're near a ledge, or even worse, going upwards on a

flaw in the gameplay when it comes to ladders. You have to be positioned fairly accurately to get up or down them, and if one leads down





CONSTRUCTION KIT

Virtual reality is here, and some of the American military simulations are truly incredible, but with only the power of your average micro options are a bit more limited. Now Domark has just released a software package that claims 'Build your own virtual reality', and with the retail price at a shade under #50 it had better be good.



First impressions of the program were mixed. The box is very flashy, the inclusion of a video was unexpected, to say the least, and the manual appeared very clear and informative. On the other hand the video opened with a very heavy

sales pitch, which seemed a little weird, after all the normal user would have already have bought the program by the time they got to see the video. Not being the cautious type I plunged straight in, loaded the program, and started playing around with the control panel. This had some interesting effects. The first was that the ground started to yaw all over, then I found that the cube I was working on had disappeared. I knew it was there 'cos I kept walking into it, but I couldn't see it. Then when I found the cube I lost the backgrou-

und, etc. Anyway after about ten minutes of messing around I had a rough idea of what I was doing. Now this monologue about my woes has a point, namely that after ten minutes I was able to make things, and I hadn't looked at anything past the sales pitch on the video, and the monitor screen. Not bad for something as complex as a 3D Construction Kit!

Having satisfied my initial curiosity I decided that, purely in the interests of research, I should watch the video. After about five minutes of sale pitch (ya-

wn!) it became more interesting. So that, I thought, is what those buttons do, and that's why everything looked warped. Cor! In fact the video gives you a quick guide on how to use some of the basic functions of the Kit and gets you started right away, without having to look through the manual. If you have a video recorder (and it'll be a bit of a bind if you don't) then it is possible to actually follow the video with your computer, occasionally pausing the video to allow more time. But just forget the first five minutes of complete trash. The ma-



You could be the second woman from the UK and the 1st from Germany.



At last ... there's a tree in my garden.



Would you live in an orange house?



Create your own reality.

nual is even more informative. It is laid out in two sections. The first section is the one dealing with the construction of objects. Each command is detailed in order according to how they appear on the menu-bar at the top of the screen. An individual command is prefaced with a picture of the menu-bar, with the correct selection highlighted. On the right is the actual menu with the command highlighted, and on the left is the description and function of the command. The second section deals with setting up the variable commands that turn the created landscapes into a game. This is not as well laid out, but each command is detailed, along with examples and notes on its use. The Construction Kit proper is centred around a very friendly mouse operated control panel and menu bar system. The menu-bar has a large selection of commands, dealing with all aspects of landscape construction, saving and loading files, detailing sound samples and then turning the finished landscape into a game. However the most useful commands are included in the control panel. This occupies the lower half of the screen and has two parts. The upper part allows the viewpoint of the user to

be changed, either absolutely or in relation to a selected object. It also enables a number of different 'eyes' to be used, these include camera's, flying and walking. The bottom half of the control panel has ten buttons of which any one may be selected. Each replaces this section of the control panel with a more specific set of buttons. Thus, for example, the CREATE button brings up a selection of buttons which allow various two or three dimensional objects to be created. The original ten buttons include object creation, editing, copying, selection, deletion, colour and attributes.

The remaining three buttons include RESET, which resets the view to the original point, CONDIT which

allows access to the command language and TEST, which removes the control panel and thus allows a full screen view of the area created. The first step in creating an object is to break it down into pieces which may be made with the available shapes. These are a one dimensional line, two dimensional rectangle, triangle, quadrilateral, pentagon and hexagon, and three dimensional cubes and pyramids. After choosing the shapes to be used each is created in turn and then may be moved, stretched or shrunk in any of the three planes. Shapes may also be coloured or rotated through ninety degrees. Certain shapes may also have individual points moved. Obviously this gives tremendous variety in the

objects that may be created, but there are some problems. The most obvious is that it can be very tricky to exactly align adjacent shapes to create an object. There is also a fairly substantial limitation, in that most objects will be aligned on a north, south, east, west basis, since shapes start exactly aligned and may only be rotated in steps of ninety degrees, the exception to this being the triangular shapes. Generally speaking the two dimensional shapes are used to give detail to a landscape, since it is possible to move through them when using the landscape as a game. The three dimensional shapes, on the other hand, are solid and may not be moved through when playing. Movement from one area to another, eg from room to room, may be handled in one of two ways. The simplest is to create separate areas for each such room. Movement through a door is then linked to the variable language and precipitates a change from one area to another. In terms of the program each area may be considered a separate dimension (as in alternate). The more complex method is to create rooms from cubes that have been well manipulated, this is more difficult, and allows less



Man your own private helicopter and wave to Fergie & Andrew.



Where are the flowers.

room per room, if you see what I mean. But it does allow a greater number of rooms. So, you've spent several hours (more like years for a real job) producing a landscape with aliens (monsters), weapons, food, traps and other assorted goodies. What next? Well it's time to delve into the 'Freescape Command Language' or FCL and animate all those objects. This is nothing more or less than a very high level computer language orientated specifically towards moving and manipulating the objects you have created. As such it has a number of features in common with all languages. there are conditional clauses, loops, graphics and various flags. If you have already used used a language, for example BASIC, you will have no problems in picking up the use of FCL. It is a little more awkward, but

most of the procedures will be short anyway, so the clumsy nature of the editor (no, not you Duncan, the FCL editor) will not matter. Each shape or object (group of shapes) in the landscape has it's own id code, and the commands are set up using this. Thus, for example, if you are dealing with a door, it may be blasted down, in which case the command would look like... IF SHOT? If the door is hit REMOVE (009) Remove object 009 (the door) ENDIF End of the command. Other conditions may also be included, such as if the object is activated (touched) and if the player runs into the object, each of which can have its own result. Then finally the game is completed by setting up a control system for the player, using either a pregenerated system, or one produced using an art package.



Tough up the paintwork

The pregenerated systems include movement options (well you do need to move), and can also include time, strength, damage etc to limit the player in some way. There are also a number of other interesting touches. First is the ability to include sampled sound (32 on the Amiga) from standard sampling systems. Second is the ability to include invisible objects, such items as forcefields and ghosts come instantly to mind. Animation of objects may be by individual shape, or by linking all the shapes and treating them as a single complex shape. The player may either fly or walk, depending on the creators whim. And so on and so forth. What more can I say. This is an impressive package, but it does have some drawbacks. As a designer for games such as Driller and Castle Master this is

superb, but other games may not fit in as well. Let's face it vector graphics are okay for sci-fi games, but for fantasy you want something a little more rounded. Virtual reality it's not, but this game will allow you to design and run some very complex adventures, as long as you are willing to put a lot (and I mean a huge amount) of time and effort into setting it all up.

MARK ULYATT



FUN RATING:
89 %



Test-drive your very own racing car.



Let's look to the square window.

JAHANGIR KHAN'S WORLD CHAMPIONSHIP

SQUASH



Run about in a perspex rectangular box in your lunch hour chasing after a very fast small rubber ball with a racket and have lots of heart attacks. That basically sums up the yuppie sport of Squash, but is it any different on a computer? The answer is yes, but you don't have the heart attacks.

Well what I didn't know about Squash is that there is actually a World championship, not to mention a cup, up for grabs. The current holder of the cup is Jahangir Khan who has gree-

dily won it for six years running and is unbeaten in his career as a professional Golf player (or so it says in the instruction manual). So as you can imagine a lot of people are getting annoyed with Jahangir's consistent ability to win, so Krisalis has made a squash computer game making it possible to beat the champ.

This game is probably just for those aggrieved Squash players and not for normal people, because they would instantly take it back to the shop and demand their money back.

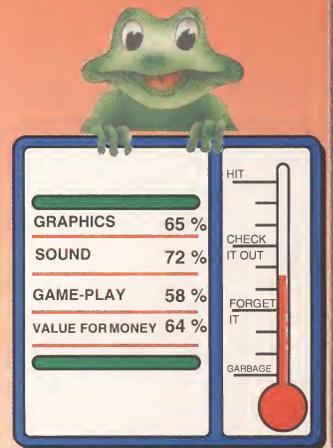
Now after all that interesting blurb it's time to get down to the actual game. First you choose a computer player to wipe from the list of hundreds of different computer players and put your name down in their space. You can put as many different human controlled players

into the vast list as you want, so you've got hundreds of friends packed into your computer room all waiting to play a multi player game.

The next thing is to set the game to easy mode as the normal mode is so hard to play because you have to hit a very small and fast ball with an annoyingly small racket. In the easy mode it is slightly less hard because the computer will automatically hit the ball for you if you are near enough to it. If you then decide to go out onto the Squash court you will find that the players don't move as quickly as the ball, so you will have to remember to link up with your computer or human opponent to find out the correct place to stand (It's called tactics and skill Simon, Ed). I found this particularly hard, so in the end I resor-

ted to guess work. Two player mode is marginally better than one player, but there again playing people of your own standard is almost as tedious as being thrashed by a computer opponent. Fine for people feeling deprived because there has only ever been one Squash game up to now, but not fine for mentally sane people.

Simon Dale



The key to success.



Victory will be yours.

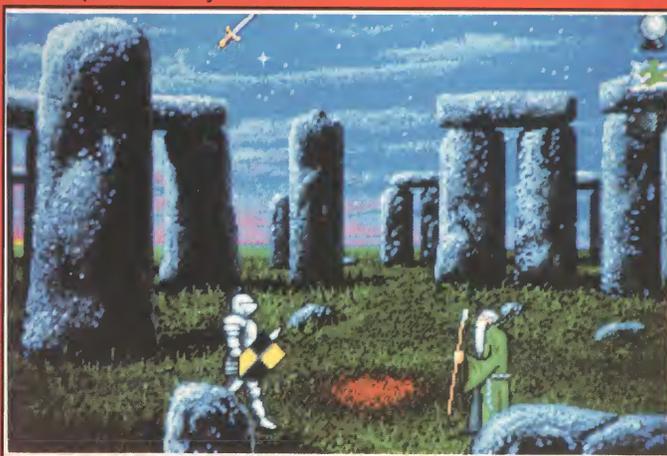
SPIRIT OF THE EXCALIBUR



King Arthur has gone to the great round table in the sky and you have the task of replacing him in the hearts and minds of the populace.

Alas England has been split into various factions, all warring for the right to take the throne. Not only do you have to gain the confidence of your own people, but there's the Saxon's and other assailants to contend with. Spirit of Excalibur is set on a medieval map of England, with all the different castles that are nowadays in ruins, placed in their correct positions. The map is larger than the screen, so you use the mouse cursor to scroll to your required points. Other friendly and unfriendly armies proceed to move about the map regardless of what you are doing, and these are marked by different types of shields, as is yours. You gain the confidence of these armies by helping them out; usually in battle. For example, the first person to gain your confidence should be a knight who is being attacked by an evil knight. If you reach the site of this battle and

fight the evil knight you will win the confidence of the other knight. He will then follow you about for the rest of the game helping you with your battles. On going into Combat the map screen will disappear and you appear as a knight in shining armour on a detailed picture of your cho-



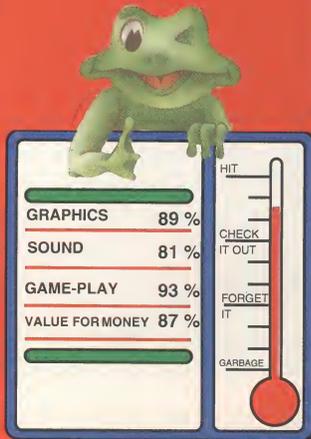
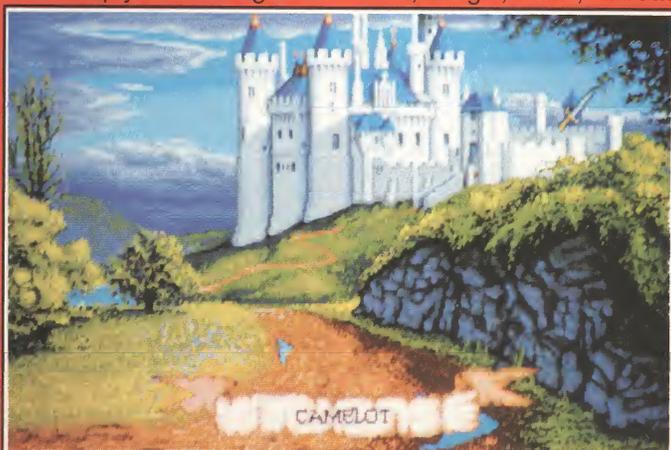
sen destination. The only problem with this is that all knights look alike and it is hard to tell which is which. Combat can be either computer controlled or you can choose to control your knight with the mouse or keyboard. A fight consists of simply stabbing or

blocking, the winner being the one who avoids a steely thrust to the vitals. There are two different types of combat, the first of which I have just described, with the other being between two armies. Battle between armies is quite different as you see the whole battlefield and must control all of

your different types of units by yourself. The army units are made up of cavalry, bowmen, soldiers and knights, all of which can be commanded to do various things with a pull down menu. Your combat options are charge, engage, use item, magic, flank, retreat

and do round. During the game you will be expected to carry out five missions which are set out by the instruction manual. All of the five missions have different objectives, the first being to gain a small amount of popular support from the peasants of the realm, and soldiers and nobles. Mission number two is basically to stop the Saxons from invading London. Number three is to seek out and destroy an evil giant. Four is to seek out and kill the Brown Knight and his small band of enchanted knights, and finally in mission five you must wipe out the evil Demons who haunt your forests and terrorise the good people of your kingdom. Spirit of Excalibur is an interesting role play game with frighteningly good graphics and only one let down. Speed-wise it's a bit on the slow side, but the game absorbed me so much I hardly noticed this small flaw.

Simon Dale



QUADREL



Puzzle games would appear to be quite popular what with Tetris and all that, but how many people actually go out and buy the things.

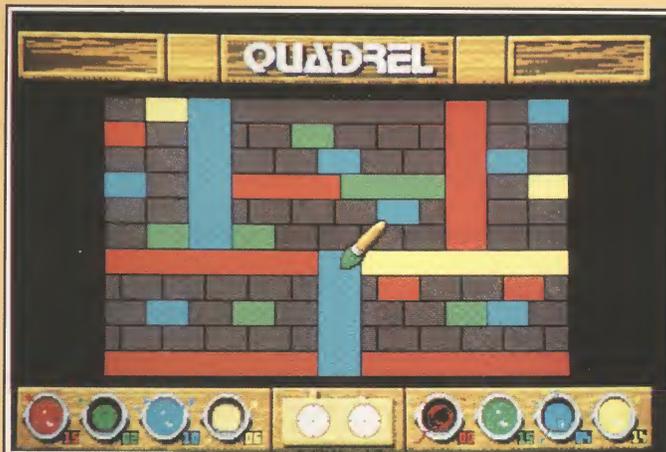
I did hear that a computer mag dedicated to puzzles was closed down after flopping badly not too long ago. Well I could say that with Quadrel the art of computer puzzles has been resurrected and even advanced. I could say anything I liked really, but the truth is that Quadrel is a half decent puzzle game that you'd be quite pleased with if someone gave it to you as a present, but you wouldn't rush down to the shops to buy. That what's known as damning by faint praise. However, I did quite like Quadrel, even if it got annoying after a while. The point of the game is to take turns with an opponent filling in various parts of a large jigsaw like display or shape, using four colours. You have differing amounts of each colour, and the object is to get rid of all of your and prevent the opponent from doing the same. You can do this because you can't place two identical colours next

to each other. Because of the way the shapes that you are filling are constructed it soon becomes apparent that the way to win is to use what you have least of (the opponent always has the inverse number of colours so if you have lots of reds it will have very few)

this to you, and when playing the computer on its top skill level (level one, confusingly enough, of three) it's almost impossible to win. You can play against the computer as I mentioned, or against a friend. Or you can play on your own with a selectable or preset

bit dull when you have devised a strategy for each one. That's Quadrel basically. The mournful music that plays all the time is quite nice and melodic but it's charms tend to wear thin after half an hour, and there are few other effects. The graphics are very simple for the most part, and even given the nature of the game, they could have been made a bit more interesting. Only the paintpots slowly running dry show any flair. But then it's the puzzles that count in this game. You can develop strategies for winning, but there are few tactics involved in actual play, beyond finding or creating squares that the opponent cannot use because only one colour is legal and it doesn't have any of that kind. Not bad as puzzle games go, and against a friend reasonably entertaining, but you won't be staying up all night to Quadrel.

Duncan Evans



Ready, steady, draw.

to fill in the largest pieces of the puzzle, thus preventing the opponent getting rid of all of what it has the most of. Naturally the opponent will be trying to do

shape to fill in, in the time allowed. When up against an opponent there are a limited number of shapeboards to play on, which really makes the game a



HIT	
CHECK IT OUT	
FORGET IT	
GARBAGE	

GRAPHICS	55%
SOUND	65%
GAME-PLAY	68%
VALUE FOR MONEY	67%

WING COMMANDER

The Secret Mission 1 & 2

There's always a few problems when reviewing add on disks for games that came out eight months ago. If you liked and played the original game you'll probably want to get the extra missions for Wing Commander.



If you hated it then you won't want them no matter what I say. And then of course half of you may have missed the original game anyway.

So, with apologies to those in the know, Wing Commander came out last Autumn and offered PC owners a 3-D combat mission orientated space conflict game. Superb graphics abounded, of the interior of the Tiger's Claw mothership, and of spaceships racing around in space. If ever there was a game that could really be called Star Wars then this was it. Great graphics, brilliant sound effects and music. The trouble was that you had to have a VGA PC running in excess of 20MHz (33MHz was recommended), with an expensive sound board fitted, in order to really get the best out of the game. The box cover recommends a minimum of 12MHz speed to play the game, which is still slow. You can play it at 8MHz, and it's still reasonably playable, but the enjoyment is substantially less.

Equally you can play with EGA graphics and an internal squeaker beeper but the same applies. Wing Commander has you and a wingman out fighting the evil alien scum the Kilrathi, over 40 missions. Depending on how well you play each set of missions, the war against the aliens is altered accordingly. So if you get stuffed to start with, things go badly and you get more defensive missions to play. If you start to

is ordered to the Goddard Colony in Denneb sector. Contact has been lost with the colonists and a Kilrathi attack is expected. On arriving in the sector a three part mission is thrown at you straight away, mainly escorting, defending and hunting. What this 16-mission campaign offers is four new ships, from the eight man Confederate fighter to the Kilrathi's pride and joy, the Sivar class dreadnought, plus new

another 16-mission campaign, but the opposition flies and fights better, there is a new ally of the Confederation to defend, you have to take on the Kilrathi imperial Guard, experimental fighters and a new strike carrier. And you get two new wingmen. On top of this there's plenty of intrigue as you try to discover the truth behind the Kilrathi Holy War, before they destroy you and the Tiger's Claw. You even get to fly one of their fighters in an undercover mission after a Kilrathi renegade defects. Of the two packages, Secret Missions 2: Crusade offers quite a lot more, but if you are a fan of the game then both packages are worth investing in. Just make sure you've got that damn expensive hardware first. Oh, and the scores reflect the game running on such a set up (especially the sound rating).

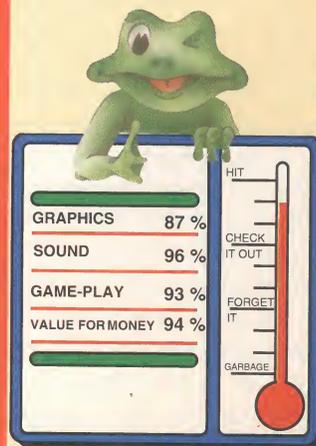
Duncan Evans



Enemies in sight.

win battles you can actually go back on the offensive. Thankfully you see, it's not a case of kill or be killed when you get into the space battles. You can actually retreat to the Tiger's Claw, with or without your wingman. Anyway, so much for the original game and the Vega Campaign. In the first of the Secret Missions disks, the Tiger's Claw

graphics scene's to accompany the missions with intrigue and action abounding. You can also, as with the second Secret Mission package, choose to play any of the original Wing Commander missions in any order, just to see what you missed. The second Secret Mission package offers quite a bit more, in that not only do you get



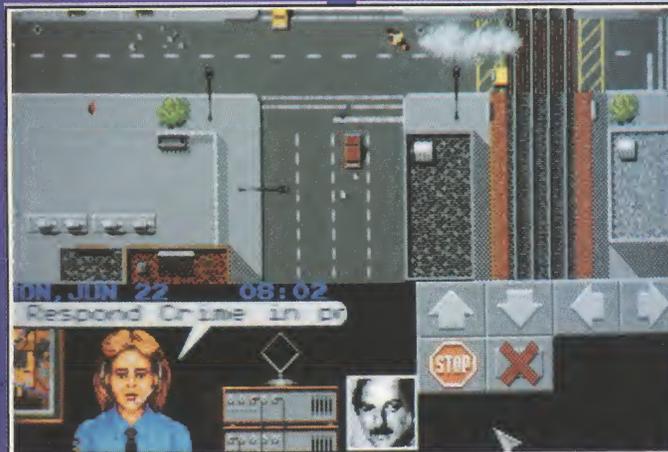
HILL STREET BLUES

HIT STREET BLUES

6:52 AM, Roll Call, Sergeant Esterhaus enters the squad room and another day starts for the officers of Hill Street Precinct. But this time it's up to you to keep the streets clean.



Forget Robocop, Narc and Eswat, this is the game of real police work, allocating patrols, following leads, rousting suspects and finally, hopefully, making arrests. But you do have one advantage, in the shape of Bates, Renko, Belker and all the other Hill Street Blues. Essentially the aim of the game is to arrest criminals, putting them behind bars, and whilst shooting is a possibility, it is not to be recommended on more than an occasional basis. To aid you in your task is a squad of nine officers, and the Hill Street Swat team for those tricky situations requiring a somewhat heavier approach. The day starts with with no unsolved crimes, and a public with confidence in their protectors, but how the day ends is up to you. If the police patrols were well managed, and most crimes were solved and an arrest made then you can look forward to success in the shape of that promotion, otherwise... This is a strategy game, worlds apart from the standard run of



the mill police game (which generally includes blasting the hell out of the opposition). Once a crime has been reported a patrol car must be sent to the scene, the victim must be helped, and hopefully the villain

hard work to find and apprehend him or her. For every unsolved crime the public's confidence falls, the Mayor becomes a little more edgy, and you should all know how edgy the Mayor can get. The mouse

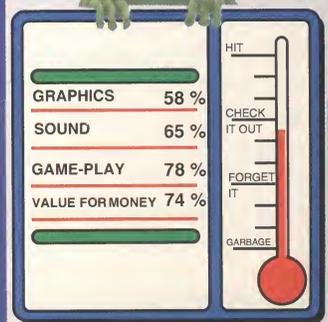


caught. Catching the villain can be difficult though. The only aid is in a photofit picture back at headquarters, and the location of the crime. The chances of you catching the villain on the first crime is minimal, and it will usually take a lot of

is used for all control, through a comprehensive series of icons, including arrest, approach, enter/leave car, call paramedics, radio to precinct etc. The opening sequences to this game are quite good, the music is almost

identical to that of the actual series, and there are a series of portraits of the various officers involved. In case you are wondering the timeline is set somewhere between Buntz joining the gang, and Coffey getting shot, since both officers are present. The graphics are based on an overhead view of the precinct, and are clear and well defined, but movement of the various sprites is rather slow. Although this might be expected since the game claims to have a full pattern of traffic and pedestrian movement for the entire day. Despite the good opening music sound is limited to sirens, car-horns and gunfire. So lets go catch those criminals, and remember, let's be careful out there [How original Mark - Ed].

Mark Ulyatt

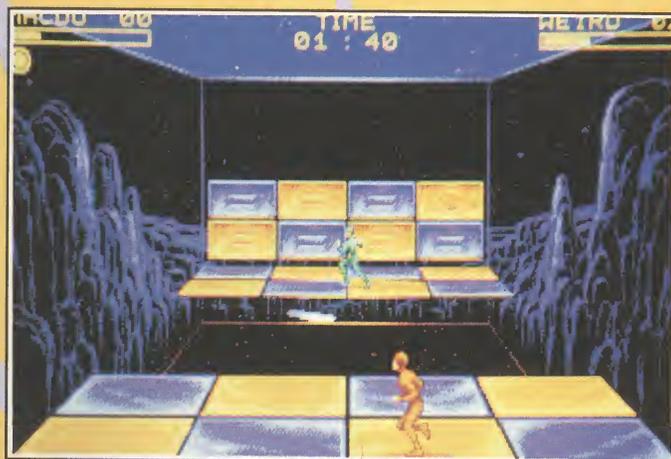


DISC

If you've ever watched the film *Tron* you will instantly recognise this game as the disc throwing sequence at the start that the guy who got sucked into the computer plays.



You choose one of the novice characters from a large list and then either begin practising, have a contest with one of the computer players, go into a tournament or a championship. Once all the options have been you are ready to play the game and will appear standing on a very high tiled floor which is the only thing stopping you from plummeting hundreds of feet to the planet surface and ending up as a nasty smear. Your opponent who can be either human or computer controlled is situated on another eight tiles directly facing you at the other end of the three dimensional screen. The idea is to chuck a disc backwards and forwards, hitting the tiles on the far side of the arena (when you are on this side) or the near side. Strangely enough only the tiles on the far side are displayed so you have to remember how many hits have been inflicted on the front side so avoiding or creating holes. Your tiles will disappear after different amounts of hits depending on their durability, the same applies for your opponents. If a disk is thrown at you and



The alternativ keep-fit grogam.

you manage to deflect it with your shield it will change colour which will enables you to catch it. You can then attack with it and the opponent has to defend. There are three ways of losing a game of Disc, the first is being hit by the disc enough times to deprive you of all your energy, and the second is falling off a tile which could be either due to your opponent's accurate disc throwing or your own

clumsiness. The third and more acceptable way of losing is if a tile is shot away from under feet (through hitting the tiles on the wall) a very short time is given to vacate it while it disintegrates. During combat you have a variety of moves which include blocking with your laser shield either directly in front, to the left or the right. The left and right block options are useful when a stalemate of straight ahead

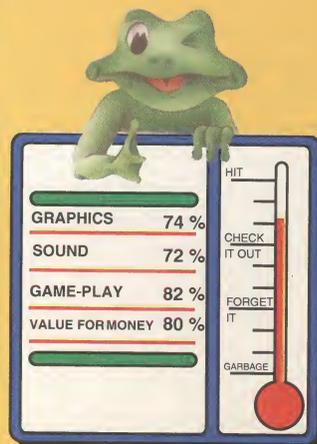
blocking is in progress as they will knock the disc in diagonal directions making them much harder to stop. Discs never leave the screen as all the sides of the arena deflect them. The main objective of Disc is to beat the living god and become the Disc champion. To become the champion you will need to enter the championship, although you can fight in a single challenge, thus battling through the myriad opponents to earn the ultimate crown. Loricel has come up with an original game which I think will be a big hit in the future. The only real drawback is a lack of variety which could have leave you bored after playing it for a long time, although the two player option breaths life back into games such as this.

This game is recommended to anyone who enjoyed the film *Tron*.

Simon Dale



Mr. Ugly Mug.



CRYSTALS OF ARBOREA

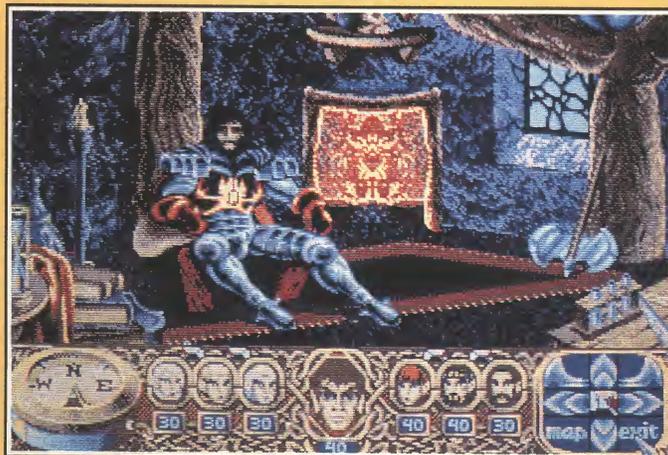
These days the sound and graphics on software just seems to be getting better and better all the time, and this game is no exception. The opening sequences are very good, with an excellent heavy metal soundtrack and pictures.



Similarly the closing sequences are equally good. This quality of graphics continues throughout the game, with good pictures of the various characters involved, and very detailed drawings of the surrounding scenery.

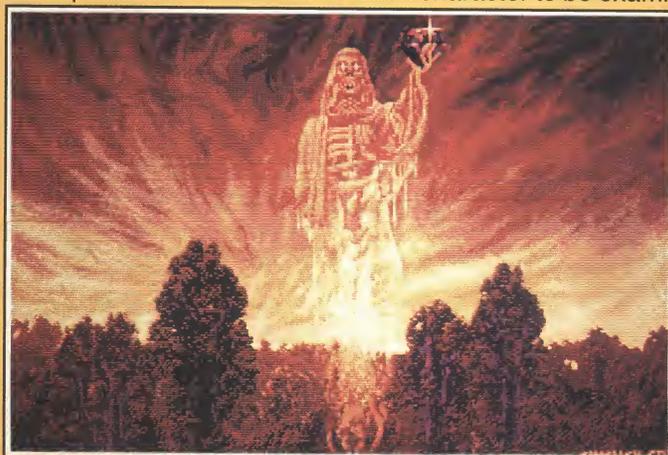
The sound does drop a little in quality, but still manages to present very nice bird calls and ringing swords.

The game itself concerns the good guys (Jarel and his recruits) fighting against the arch baddie (Morgoth, Lord of Chaos ... original it ain't). Anyway Morgoth has done the usual trick of bringing misery to the world, the gods got upset about this and instead of doing the decent thing (topping Morgoth) they have drowned the land (typical god like behaviour) and only



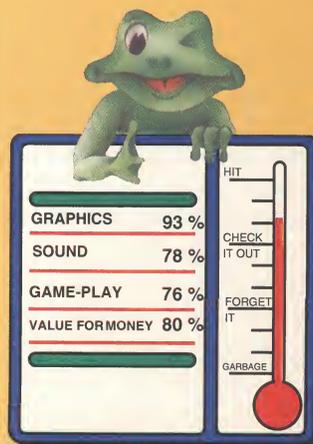
Jarel can restore the balance by finding a batch of crystals of harmony and restoring them to the sacred shrines. Of course it's not all that easy. The crystals are guarded by all manner of nasty beasties, and there are a number of puzzles to solve, but generally it is just a matter of wandering around, killing the baddies, collecting the crystals and then putting them in the shrine. Apart from Jarel, who can wield a sword and heal his fellow man, there are a selection of six other characters. These may be warrior, wizard or ranger, with predictable skills for

each. Initially they start at level one, with limited powers and abilities, but continued success, ie staying alive, leads to increases in levels and associated abilities. The game is controlled with the mouse and there are three main screens. The first is the 3D movement, which allows you to look through Jarel's eyes, and control Jarel. The second is the map, which gives you an overhead view of the entire island of Arborea, and allows you to control the movement of the six other characters. Finally the character screen allows each character to be exami-



ned, healed, and also has the save game facility on it. The party may be split up at will and, if required, each character can move to a different place in the search for the crystals. This leads to a fairly complex situation as you try to follow what each character is doing. Alternatively the characters may be kept in a single group. Combat is handled in the usual roleplay style. You get an overhead view, the characters take it in turns to move or attack, and the opponents do likewise. If you are looking for an innovative roleplay game then this is unlikely to be what you are looking for, but it does have excellent graphics and very good sound effects, and is very easy to play if the party is kept together.

Mark Ulyatt



AFRICA CORPS

There can be few clashes of personalities as emotive as Montgomery versus Rommel and the war in the desert of North Africa. In the latest wargame from Ken Wright, author of Blitzkrieg 1940, you are offered the chance to take either leading role, as commander of the Afrika Corps, intent on driving the Allies into the Mediterranean, or of the Eighth Army with the task of stopping



Rommel and finally defeating him. A large map of some 36 screens is used to depict the warzone, and this can be viewed from an overall strategic view, or close up for tactical battles between the two forces.

This being a wargame of the old school, tokens are used to represent the various forces as they engage in battle. Quite handily you can see either side at any time, so planning and strategy are to the fore rather than tactical surprise. The basic idea of the game is to manoeuvre your Allied troops around the map, to achieve a good strategic position, against General Rommel's Afrika Korps (or you can play it the other way around). When beginning the game you are confronted by a map, and using either the mouse or the arrow key, you are able to move across the whole area, enabling you to detect enemy positions. The next step is

to order your troops to advance and attack, which can be achieved by using army orders. From there you can give orders either to attack or retreat if you think that the odds are against you. To control the game you have to use the main menu, which has various commands such as reorganisation, strategic movements, divisional reinforcements and so on. For example, strategic move-

ing from abysmal to excellent. If your troops morale is good, this also increases your chances of victory in battle. Obviously you do not want a unit with abysmal moral to even catch sight of the enemy. Send them back to recuperate and be reinforced, otherwise you can simply kiss them goodbye. The movement of troops has two categories, you can move either by road or desert. Each category has its

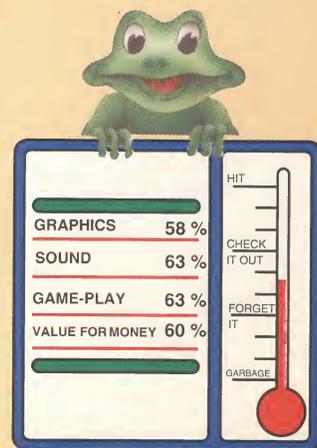
reach the left hand edge of the map, or reduce your opponents troops to at least 30% effectiveness. While the game claims that this is a sophisticated simulation, I'd have to disagree. It's an average wargame, with mediocre graphics, and a simply dreadful user interface. In order to issue orders and instructions you have to press various letters on the keyboard (one per instruction I hasten to add), which is clumsy and awkward. The conclusion I came to after playing the game, was that it wasn't particularly entertaining, and the chance to generate real atmosphere with a Monty versus Rommel simulation was completely missed in favour of a dried and crusty, bog standard, old fashioned wargame.

Edward Fountain



ment contains details of both sides activities throughout the game. As for reinforcements both sides will receive more as the game goes on, which believe me is a great asset if you want to win. A units morale, effectiveness and fighting capability increases after being reinforced. The morale itself varies from seven different categories, ran-

own advantages, so road movement is quicker but desert movement is less restricted. Your army itself is split into different divisions, such as tanks, artillery and foot soldiers. Careful positioning of these is necessary before a battle, in which you have to nominate positions for your centre, left and right flanks. To win victoriously you need to



COHORT

Fighting for Rome

Don your skirt, grab your sword and charge. Back in the good old days when men wore skirts and a good right arm was used not only for quaffing pints but lopping the head off your enemy with a dirty great big sword there was an empire.

Reviews



Being made up of Italian type characters it is an empire continuously at war with itself. An ideal place to be if you like the feel of raw combat as hundreds of warriors put their faith in steel and your strategies. Cohort may seem familiar to many dedicated wargamers.

This is because the combat system used was first seen in Rorke's Drift. Rather than use a hex based system Impressions has animated figures which move from point to point in real time. In fact the entire game is played in real time, the only time the action pauses is when you are issuing commands. In theory this is a great system, in practice there are still one or two bugs to be removed. The icon command system is easy to use and once mastered surprising efficient. You simply click on a unit. If in group mode all eight figures (each representing a hundred troops if on foot, 50 if mounted) will

act upon the command issued. You have three basic forms of command. A unit or group can receive order to change formation, vertical line, horizontal line, square formation or double vertical and horizontal lines. You can move troops from one point to the other

better if a unit represented ten men as this would lead to a much more visual and definite combat. When scrolling around the battlefield you do so by moving the mouse cursor around a small box, that takes a little getting used to but it does work. Unlike the scrolling which is abysmally slow,



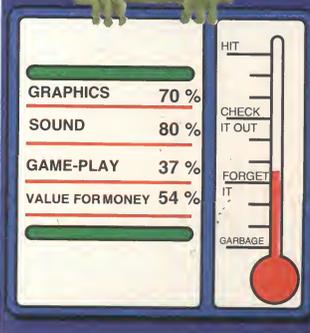
Your chance to be Mark Anthony

at one of three speeds, and you can order missile bearing troops to fire upon the enemy. You may have noticed there is no attack command, combat between units is automatic when they collide. Sounds good but there are a few holes in the gameplay. Point one, when units do clash they bash away at each other for ever, this is due to the scale which is far too large. It would have been much

especially when there are a large number of troops on the screen. Movement of troops comes in two forms, march in one of the four cardinal points until you either hit the enemy or run out of battlefield or click on a location to march to. Both are good in theory but in practice the more precise marching to a specified point is ruined due to the fact you can only select a point that is visible on the

screen when the screen is centred on your troops. The screen should have scrolled at this point. Finally when engaged in missile combat your troops do nothing, according to the manual they are bombarding the enemy with sharp pointy objects but you get no visible evidence of this and have to take it on faith. Impressions has a good basis for a fine combat system, the battle sounds that issue from the monitor during combat are really good, but there are so many areas of poor gameplay that could so easily be corrected what could have been a classic wargame in nothing more than drudgery.

Adrian Pumphrey



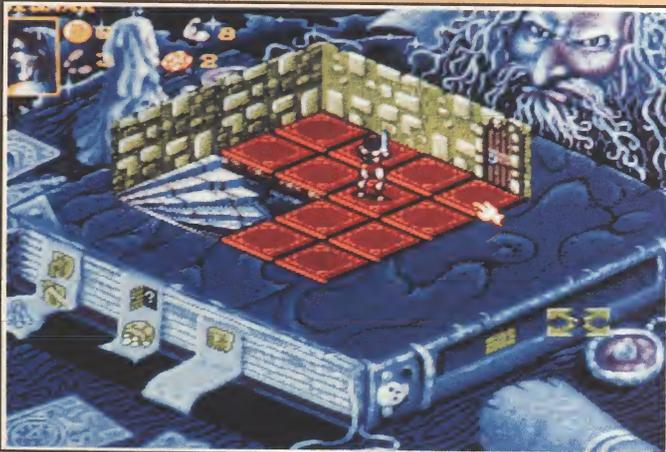
HERO QUEST



Take up the challenge to become a hero in this fantastic fantasy from Gremlin. Choose to become a Wizard, an Elf, a Barbarian or a Dwarf. All of these have advantages and

disadvantages which makes them roughly equal at the end of the day.

You must fight your way through the fourteen different domains of the evil Morcar, with each of these levels having a different objective set out by your master Mentor. Each of the levels is filled to the brim with nasty creatures such as orcs, goblins, chaos warriors, fimers, mummies, skeletons and many more monsters whose only enjoyment in life is eating adventurers. The game is



Will he take the price behind the door?



Select a hero time.

set in a three dimensional maze of walls and doors which are slightly boring to look at all the time since it makes all the rooms look

the same. Thankfully a map option has been included to make life easier. As this is a role playing game and not an arcade game the



Dead end.

number of tiles you can move is shown on a spinning coin, which is controlled by the computer along with most other things. The number of moves can range from two to twelve and additional movement points will be added if you use the swift spell or the speed potion. The player is actually moved by clicking on the four movement icons or clicking on the square you wish to travel to. As you travel through the fourteen levels many doors have to be unlocked and thankfully you have been provide with a set of keys that opens every door in the whole level. The only problem is that some doors are cleverly concealed and have to searched for though searching for a door will cost you all your remaining movement points. For all you greedy adventurers out there a search for treasure icon has been provided and like the search for doors will rid you of your remaining moves. Usually your mission is to find an object or a captured person and return to the opening portal. Once you have carried out a quest you will receive an amount of money depending on which quest it is. This makes the game

competitive when using the option of having more than one player. Money is used to buy equipment like

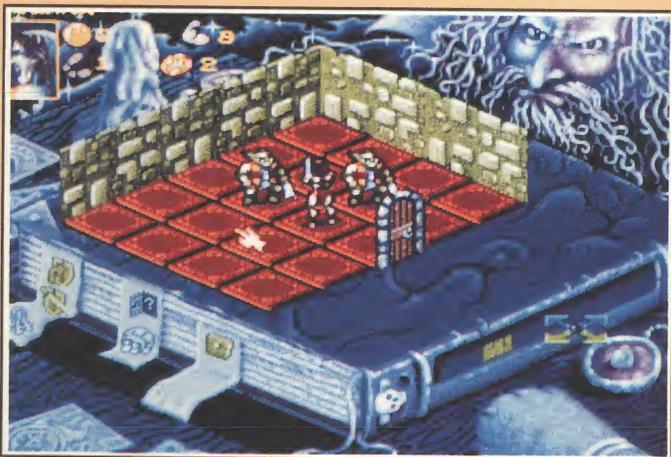


A happy band of heros.

broadswords, battle axes and plate armour. Sometimes it is best to search all the rooms to find

your money as it can prove quite profitable as long as your fellow adventures are carrying out the mission properly. During the game

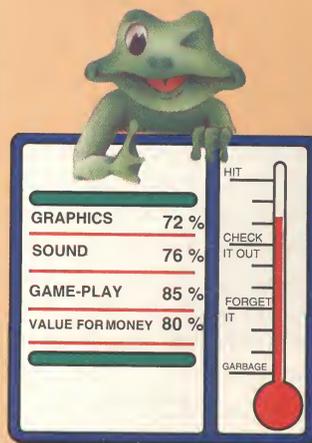
you will be required to fight loads of mean monsters even if you don't want to as they can stand in unhelpful



The fine art of negocation.

places blocking the way. A combat situation in Hero Quest is not as exciting as in arcade games because you have no control over the combat, the computer just rolls the dice to determine your fate, the monsters fate or neither. Hero Quest is an interesting fantasy boardgame conversion game with it's only let down being graphical variety. If you like these type of games don't hesitate, buy it.

Simon Dale



SKULL AND CROSSBONES

the ST and Amiga games in sheer quality but without the same standard in graphics and sound. But it's far more enjoyable.

You and your shipmates, old Red Dog and One Eye (I wonder where he got that name from), must fight your way to the Evil Sorcerer killing his hoards of henchmen as you go. Your fighting capability is governed by the amount of booty you collect along the way.

you will soon lose too much strength to hold your own in battle.

As with most of these style of games, the action takes place on a scrolling platform. At the end of each level you will encounter a much stronger and more worthy opponent, a henchman who is most faithful - an end of level guardian - yawn. The trick here though is that if you defeat this guy, you will collect lots of treasure. Pirates being pirates, your shipmate will turn on

you in a vicious attack in a fit of greed. Lose the battle and you forfeit your life and your loot.

ly not enough to give it warning an 18 rating. So, if I've put you off already, you'll be glad to he-

By collecting the various treasure chests, bottles of run and pieces of eight, you increase your

The game contains a reasonable array of moves including special lunch and backslash movements which could prove deadly to any swab who stands in the way of your gleaming cutlass.

It makes a change to get a C64 game that's actually superior to it's 16-bit counterparts, but here it is. Although the game and play lacks imagination, it's still enjoyable. Why does it lack imagination? Because it's a coin-op conversion and when was the last time you saw a coin-op with any new ideas incorporated in it? The only thing missing from the game is a blow up parrot and an eye-patch for real authenticity.

Andrew Banner



Ah Har there me hearties! It be the time to hoist the main sail and cast off for the seven seas. There be no place on this ship for lily-livered swabs. You've got to be a blood thirsty, loud mouthed pirate to join this band of cutthroats. There be much danger on the journey, much fighting and blood. But it's the treasure that we want. And no Mr. Christian, there be no mutiny!

So hoist the jolly Roger and get your team ready for action both on ship and on land. Skull & Crossbones is touted as being the most blood curdling arcade game on the market. Bold claims, and possibly a challenge. Can anyone out there program and successfully market the most violent and disgusting game ever. If so, I want to be appalled by it. Actually, there is not too much in the game to make your blood boil and certain-



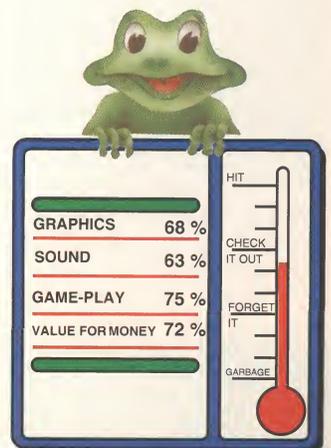
A ha Jim lad.

ar that it's one of the best versions of the game. The C64 title walks all over both

score and also add to your strength. If you fail to pick up the various valuables



Try getting out of this one.



GOLDEN AXE

The King and his daughter have been kidnapped, the golden axe has been stolen and guess which three adventurers have been chosen to correct these evil happenings? Conan, Elric and Clint?



Nope, Axe Battler, Gilius Thunderhead and Tyrus Flare. Yes, household names I know. After waiting yonks for the game to load in even though it had been installed on the hard drive which should have speeded it up, the title screen finally appeared.

I was glad to see graphics of real arcade quality and grabbed for the joystick as fast possible only to find that the speed of the game was so slow it was hardly worth bothering. This is the PC version of Virgin's succesful Sega coin-op conversion and boy is it slow. So slow, in fact that your character moves faster than the scrolling, in which case you have to keep waiting for the screen to scroll along before you can move forwards. Unless you want to be squashed up to the right hand side of the screen not seeing the enemies before they are right on top of you. Being a PC user you will probably have got used to slow speed in a large number of your favourite arcade games, but Golden Axe has another huge problem, the

slow movement detection from the joystick. This is so bad you usually have to plan your moves about five seconds in advance. Each of the three characters have three attacking move which are graphicly different but

weapon it does not actualy move, it just appears as a single sprite of, for example, an axe in several different positions. On your quest for the golden axe you will encounter many different types meanies including



Is that a mutated horse or what?

inflict much the same damage on your opponents. Movement was obviously a problem to the programmers of this game as when swinging your

skeletons, guards and dragons which are reasonably easy to kill but usually your fighting ability is mostly down to luck due to the slow interaction between the

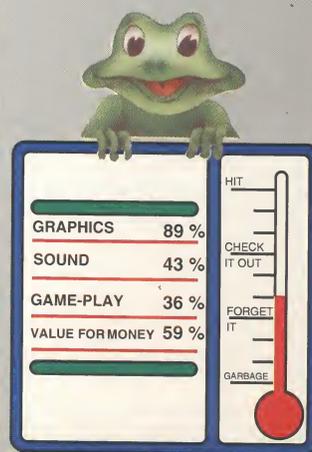


Arnie, eat your heart out ...

computer and the joystick. In some parts of the game you will be fighting on top of cliffs and jumping from cliff to cliff is sometimes necessary. This is quite hard to achieve with the slow response. You could have made the correct joystick movements to get to the only jumping spot and not making it there straight away, so obviously you would worry about this and make some different moves and invariably fall of the side of the cliff.

Golden Axe's graphical quality is great but the sound is awful and sprite movement is almost non-existent. This is the kind of game you could play and complete while eating a large meal. The ST and Amiga versions were much better.

Simon Dale



GODS

Strive to become immortal with another frenzy of Bitmap Brothers bliss in their latest almost God like game, Gods. We recently looked at the Amiga version and were well stonked, but what about that other 16-bit version, the ST ?



It's arrived and we bring you the update, rather than assuming it'll just be like the Amiga version.

If you didn't know, you play the role of a courageous unconquered warrior who has been challenged by the God's to set out on a quest to regain their ancient citadel. The truth is they could easily do this themselves but it entertains them to see mortals perish at their feet. Now's your chance to prove their judgment of your skills wrong and become as immortal as they are. God's is basically a very good platform game in which you strut your muscle bound warrior around the screen throwing daggers, shuricans, fireballs and spears at the rebellious monsters. A monster will absorb one or more hits depending on it's type or the level it's situated on,. When kaput it explodes into a ring of screaming skull like faces. As an additional way of collecting weapons and other goodies such as food and potions, shops have been placed about the various different levels of the game and are summoned up when the shop

keeper icon is collected. The number of items you can buy is according to how many crystals and other valuable items you have collected before hand. Crystals are dropped by monsters whom are unfortunate enough to

the brilliant sound quality of the Amiga version of Gods. On the ST ? Oh dear, due to the less than marvellous sound chip in the ST the quality is not as good, but still the title screen music is pretty funky and almost up to the Amiga. All the levels

that is not to say they are any better or worse than the Amiga version. hate games were you kill a monster and a few seconds later he reincarnates himself wasting all of your hard efforts. At first I thought Gods did this but then to my relief I found only a certain amount are dedicated to one screen so although they keep appearing eventually after a lot of hard fighting they do not return. Monsters are not completely helpless; in fact some of them are particularly dangerous, especially the four world guardians. Even the weakest looking monsters lurk up to you and wipe you out with fireballs. Luckily you can build your energy up by eating food and potions. Gods, in my opinion, is the best game since Lemmings and should immediately be placed on you shelf or you'll regret it.

Simon Dale



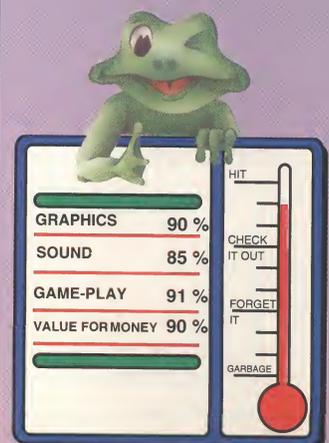
Stunning characters from the bitmap brothers.

encounter a knife in the gonads. If you were wise enough to read last months issue you may have noticed the comments I made on

are exactly the same as they are on the Amiga version, but some of the monsters seem to have been drawn slightly differently,



Starting graphics to feed your tastebuds.



F-29 RETALIATOR

For some reason people are always accosting me in the street and asking whether I'm a fighter pilot. Why, I don't know...



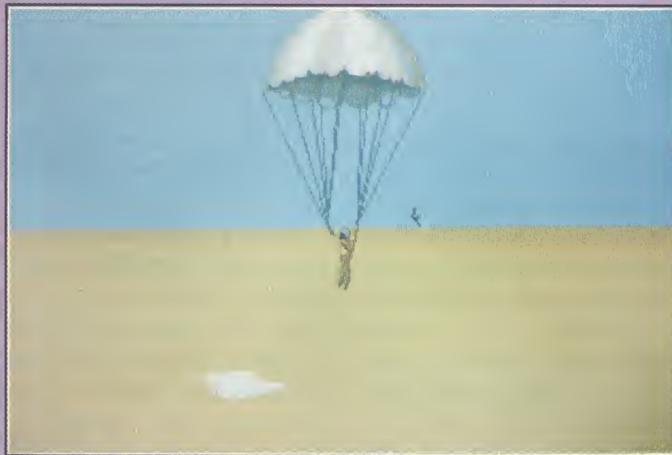
Maybe it's suntanned Italian look, maybe it's the cool shades and trendy flying jacket, or perhaps it's because I wear a badge emblazoned, 'Tom Cruise - Fighter Pilot and Actor'.

Probably the latter, but even if I could only be mistaken for Tom Cruise by someone with a serious eye defect, I do enjoy a good strafe, a heart bomb, and the odd tussle with a MiG before lunch. Right, enough of the waffle. This is the PC version of an ST and Amiga game which came out in 1989 to some rather absurdly good reviews. If you weren't around at the time, the F-29 was Ocean's first stab at a flight sim, and stupidly enough the actual plane was only ever a prototype, and never made the production line. It drew great reviews (for a variety of reasons), none of which it warranted because although the graphics were nice the actual game was incredibly slow. When you got any 3-D buildings in view it was jerk, jerk, jerk. To be honest when this PC version unexpectedly plopped through the door, I was almost afraid to load it onto our bog standard PC. Incredibly the game is faster

than either the ST or Amiga versions! I couldn't believe it. Sure, it still slows down noticeably when you get those complex buildings in view, but certainly not to the same degree, and otherwise it just races along. The way you can zoom through the cloud layer is a treat too. Right, back to basics. You can fly either of two planes,

friend, or start the campaign. War updates come in one after the other, generally setting out missions and increasing levels of difficulty. This is nicely structured to get you going, and the planes are so easy to fly even the beginner will be up and about blasting. You can choose from all the fashionable missiles and a

rious fighter sim, say like MiG-29 Fulcrum (which was a pretty poor game), but in this PC incarnation it finally makes the grade as an all action piece of entertainment software. There's nice touches where the screens blackens as you pull high turns, and you can follow missiles as they scorch towards their targets. A bad point is that the joystick control didn't work at all, despite this being a game designed for 'IBM/Amstrad PCs'. The mouse did work though, and was far better than I expected it to be. Of course you can always use the keyboard, and since the game is very responsive and playable, it's still as much fun. I wondered why Ocean was releasing the PC version of a pretty poor game, and now I'm glad that it has. From an 8MHz PC upwards, F-29 is a pleasure to fly, it's fast and graphically impressive, and the missions and theatres add the variety necessary to keep you flying into the night.



Oh love, it's a flying mushroom

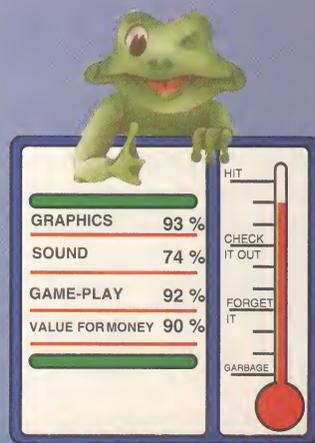
and enroll in one of four theatres of war. You can then either run a simple dogfight, play head to head via modem cable with a

small range of bombs on the market place at the moment, and the static graphics set the scene nicely. F-29 isn't a really se-



Is this an ant or a man?

Duncan Evans



BARGAIN BASEMENT

LICENCE TO KILL



Have you ever wanted the seemingly indestructible James Bond to be a just a little more vulnerable than usual? Now is your chance to take control of Bond and give him as many horrifying deaths as you see fit.

Bond starts his adventure off flying a helicopter

ly fly at high speed when on a low altitude. If you happen to be flying over a tree at the time you decide to accelerate, ending up in a ball of flames is inevitable. During the helicopter stage all you will be expected to do is fly a short distance and jump out at the end. On your journey through this stage you will encounter three different types of enemies, which come in the form of small grey buildings, large black buildings and a jeep. All of which can be destroyed with few spurts of machine gun fire. The second level is not really worth writing about, but briefly you are a miniature dwarf armed with a gun that has a very sluggish aiming system and you must shoot the baddies. Sophisticated huh?



across an area occupied mainly by a hostile enemy. You view your helicopter from above, scrolling vertically as you progress. The controls for your copter are very simple, left and right, speed up and slow down. Flying at full wack it's a good idea to keep to the road, as your copter can on-

I thought the first level was bad but when I got onto the second I had a strange feeling I was playing on a bad Commodore 64 game. After carefully studying the computer I realised it was actually an ST and the game was the problem not the computer.

FUN RATING: 60%

ZORK III

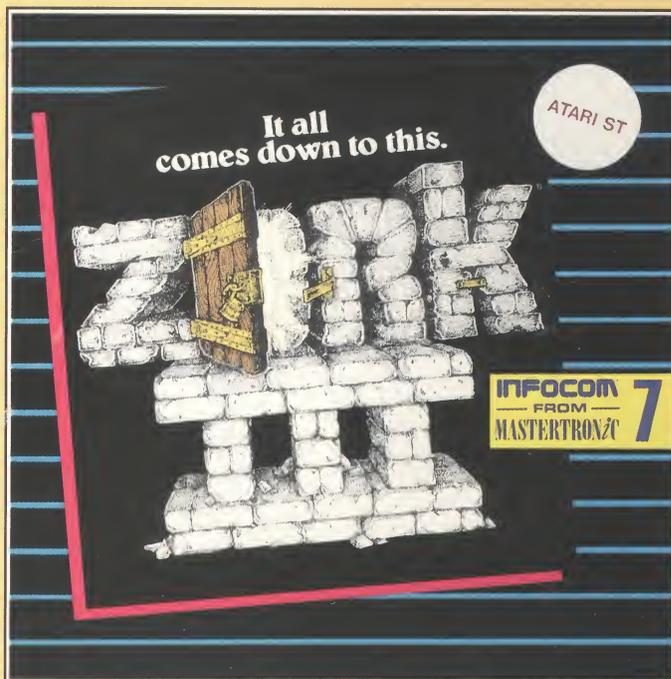


When I received this game I looked all over the package for some screen shots and found none.

I am very suspicious of games with no screen shots and soon found out why none were included. Zork III is a classic text adventure of course. Well who is Zork you may be wondering, Zork is another hero and guess what? Yes you can take control of this fine breed of hero in this fine breed

of text adventure. As usual you control your adventurers movements by typing in the cardinal points. As with most adventures Zork is thick with only the knowledge of sixty verbs and if it doesn't know the word it will reply with infuriating sentences such as "I don't know the word". The atmosphere of Zork III is not too good because the venues are not described well enough to get your imagination going. Alright, some people will tell you that this is a classic adventure that should be on everyone's shelves. Right? Wrong! This is an outdated text only puzzle game where the only real adventure lies in finding the correct phrasing for the pitiful parser to understand.

FUN RATING: 58%



A.P.B.



Take control of tough cop Bob in this exciting car chase game from Domark's budget label, Respray.

You must guide Bob in his police car through the massive system of roads chasing criminals ranging from petty litter bugs to drug dealers but watch out because if you write off too many police cars you will have your nose severely twisted by the chief. You take a view of your courageous cop in a car from above and must steer him through the traffic arresting as many law breakers as you can. Arresting a criminal is done placing the steering wheel which appears in front of your car over the offender and pressing the fire button. This causes the siren to flash and the criminal, depending on the severity of his crime, will be caught. Some of the

serious law breakers such as Sid Sniper and Freddy Freak will refuse to give themselves up the first time they are asked to pull over but perseverance will usually get them behind bars. Later on in the game a gun can be obtained to shoot stubborn crims that refuse to pull over, also extra time, fuel and equipment can be brought from various shops found along the road side. Once a master criminal has been caught he may decide not to confess to the crime, in which case you must wiggle the joystick from side to side as fast as you can before the chief comes through the door and discovers the crudity of your interrogation technique. The graphics for A.P.B are slightly dated during the main car chasing game but are animated nicely in cartoon style when interrogating a criminal or having your nose twisted off by the chief. The sound is reasonable but also a bit dated, however the playability makes up for any minor faults in the graphics and sound.

FUN RATING: 83%

TOOBIN



Jump into your inflatable tube and begin to terrorise the peaceful fishing area. Toobin is a game much the same as the two player tubing event in Ski or Die.

The object of the game is to see how far you can get down the river in your tube without running out of puncture repair kits. Many tube bursting objects are floating about in the river ready for some unsuspecting tuber to run into them. The damaging objects and creatures that are best avoided these include skulls, water snakes, logs fisherman hooks, swamp monsters and many others. Although there are many objects that hinder your progress, other objects help you. These are beach balls that help you to gain speed and cans that will give you something to throw at the evil monsters. The

best part of Toobin is racing against a friend as it gives the game a competitive edge, since you don't have to complete that many rivers to get some enjoyment. Buy this game if you enjoy playing competitive games against friends.

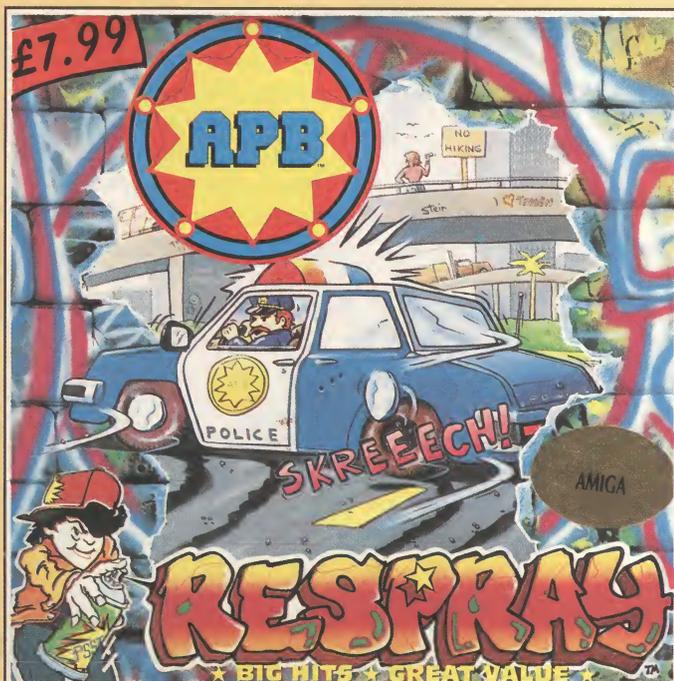
FUN RATING: 79%

LEADERBOARD



Just imagine you are stuck at home with only your PC for company and you are desperate for a game of golf, but it is raining, windy and cold, so what do you?

Well one option is to buy World Class LeaderBoard for a mere seven pounds ninety nine pence or buy one of the other various





golf games for a lot more. In World Class LeaderBoard you have the opportunity of playing on simulations of the worlds greatest golf courses like Cypress Creek and the Gauntlet Country Club.

When I glanced at the back of the inlay card to look at the screen shots for this game I did wonder why the PC version not there and when I loaded the game I found out. You are greeted with a screen made up of four colours, mostly purple. Hopefully, I thought, the game would look a lot better than this but no it didn't. Although the graphics were well executed there were still only four colours of poor looking graphics.

When hitting the ball with one of the sixteen clubs you have the opportunity of hitting the ball at any strength you wish and also hooking or slicing it as well. All of this is done using a power snap indicator which is too complicated to go into in such a short review, but needless to say it works well. Basically watch out for hitting trees and water with your golf ball, try not to notice the difference between the hitting distances in the instruction manual and actual game, don't marvel over the graphics too long and you have an interesting but dated golf game.

FUN RATING: 63%

JOCKY WILSONS DART COMPENDIUM



If ever there was a great marketing opportunity it was with this game. Alas there are no beer redeemable vouchers to be found inside but there should be!

So get fat tub Jocky up to the 'ockey and away you go. There are six possible games to play including the standard matchplay 501 darts where you need a double to finish (and a pint to start with). With alcohol being so heavily associated with darts, it seems only fitting that your view of the dart board is hampered with your dart spasmodically moving in a circular motion as though the hand that hold it has had one too many. Of course, steadying this dart is no mean feat but stand up straight you must and chuck that dart. Football doesn't sound much like a darts game at all but apparently it is. You've got to first throw a bulls-eye to start and then any double hit after that scores a goal. Dart Bowls is also a strange variant. The first dart throws the jack. All successive darts



must be as close to the jack as possible. The computer, after three scoring darts from each player, will calculate the closet throw. Then there's Scram where one player throws three darts at the board. Each segment where they land is then out of play for the other player. Ten Dart Century gives each player ten darts and has to get a score as close to 100 as possible and Shanghai where the game selects just one segment where the players can hit with three consecutive darts. All in all, I'd rather be down the pub since it just isn't that exciting. If you have dart fanatic friends, or aren't old enough to get into a pub then it's a worthwhile collection.

FUN RATING: 73%

MULTIMIXX 2



It's coming to something when British Television decides to re-run the repeats of repeats of repeats of shows over four years old, but when software companies attempt to cash in with re-releases of ga-

mes that are five years old, things must be getting desperate.

Multimix 2 is another in a long line of budget re-releases from Kixx, the budget side of US Gold. It is a three game compendium pack (on one tape) containing Beach Head, Beach Head II and Raid. Whilst you are probably familiar with the Beach Head games, you may not have heard of Raid. That's because it's really Raid Over Moscow but this fact is not publicised on the cover. All three games are strategic arcade variants with Raid Over Moscow possibly being the most enjoyable. Beach Head challenges you to take command of a naval battle which if successful you can continue the invasion on land. With five sequences it's relatively entertaining especially if you are using the two player option. Beach Head II poses similar situations. Raid Over Moscow was great in it's time when East West relations were more heated than they are today. But now, thankfully, everything has calmed down, it doesn't hold the same level of interest. If the graphics had been modified slightly and the name changed to Raid Over Baghdad it would, no-doubt be a best seller all over again. But for the asking price of \$4.99 it's not the best buy in town.

FUN RATING: 78%

THE ULTIMATE ROLE PLAYING COLLECTION

Six of the best from dungeon bashing to the quest for peace, the Ultima series covers it all. Adrian Pumphrey delves deep into the world of Sosaria to plunder its secrets and spread the word.

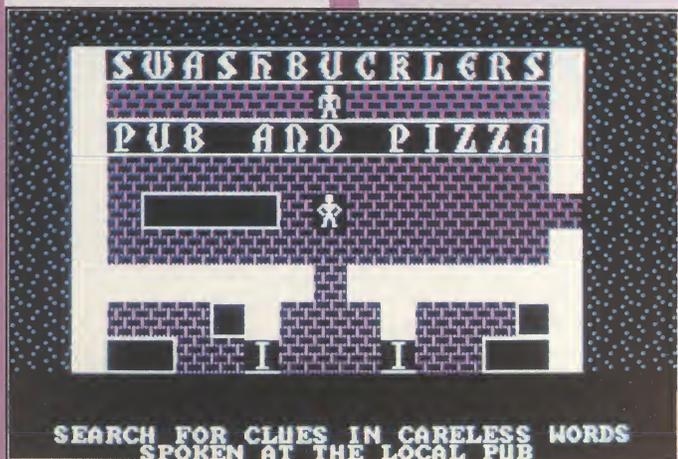
When the twinkle in John Garriott's eye became the fleshy form of Richard Garriott, little did John realise what he had unleashed upon the World. As Richard entered the halls of advanced education in the lofty lands of American, he became smitten with insidious madness. Compelled to gather on dark stormy nights the players (Richard and fellow victims) rolled dice and crowed over imaginary victories. Through these exploits and his English heritage Richard became known as Lord British, a now familiar figure to many a tormented soul that sits before the sacred VDU bashing monsters and calling forth magical powers of destruction. There are now six episodes in the Ultima saga with undoubtedly more to follow. At the moment all six are only

available on the PC, but due to a switch from development on the 8 bit Apple to the PC other 16 bit versions shouldn't be so far behind. Most things in life need a reason to exist (humans being the only possible exception) and so there had to be a reason for creating the Ultima series. Richard's exploits in the realms of D&D certainly provided the inspiration, the computer provided the means. His first three games are now available in a special trilogy pack. The

games to say the least are simplistic (a polite way of saying crude by today's standards) and relied heavily upon the tried and trusted hack 'n' slash formula. Read on and hear of the exploits of the Mordain family and the wondrous land of Sosaria. In Ultima I the land first comes under threat from Mr Mordain himself. His evil spell casting is a relatively minor threat to the land but his alliance with the dreaded Star walking monsters does, (little green men from outer space to you

and me, possibly included because of the exploits of John Garriott who was the 63rd person in space and set a new record for space walking when working on Skylab). As the lone hero it is essential to gain experience and gold by bashing monsters, and of these there is no shortage. To tackle the arch fiend Mordain you must first visit the dwelling of Lord British. Although there are many Lords in the land only Lord British is sympathetic to your quest, for with your help he will be able to unite the land under his peaceful rulership. To visit the castle of Lord British you must first seek it out. You start the game in the wilderness in which you will find monsters, castles, villages, dungeons and more monsters. Your character appears over large considering the scale of the map, but this view does change when you enter villages, castles and dungeons. If you encounter a

Features



monster (I'd be surprised if you didn't) then you can either go into combat or attempt to flee. Bashing heads is a simple matter of pressing 'A' for attack and then supplying one of four directions for said attack (you can't attack diagonally although the monsters can). If you defeat your opponent it (although it is occasionally a he) will increase your experience, the amount depending on the type of monster, and your account will be credited with a few silver or bronze pieces. Upon finding the castle of Lord British you enter to find the scale has changed. The castle layout now occupies the screen which is basically a non-scrolling map that includes all the locations you can visit. Moving characters often deliver messages when approached but only merchants (for the purposes of trade) and kings can be talked to. When speaking to Lord British he offers you either hit points for gold or a quest. Of course you really need both to complete the game. No good role playing game is complete without dungeons, and Ultima is no exception. Here the rather poor EGA graphics revert to basics. True the dungeons are 3D but of the crudest form. The corridors are represented by four parallel lines and the monsters very basic line drawings. Crudities aside the dungeons contain the nastier monsters, the bigger

treasure chests and invariably the items which you seek. In case you run out supplies can be gained from villages as well as



gossip (supplied by the tavern keepers when you buy a pint). You can also buy food, horses for faster movement plus weapons and armour. If your character is a wizard he or she can purchase spells in the local magic shops, but the-

available in other time zones. You must travel to these to enable you fly to the stars and confront the alien menace. Having defeated

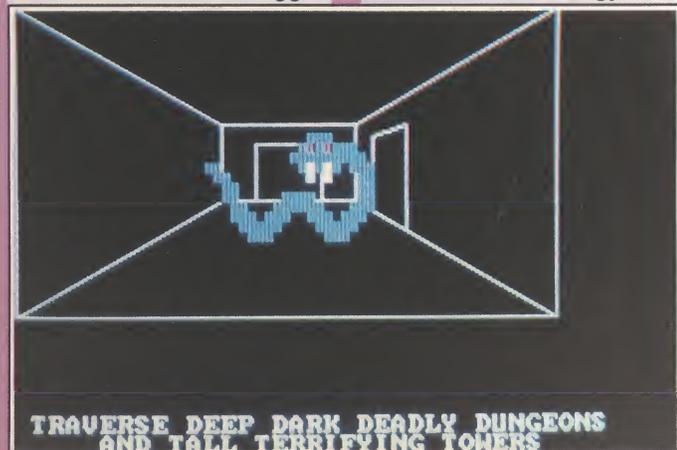
Mordain you are ready to tackle his apprentice/mate Minax in Ultima II. Progressing through the Ultima games you do notice the game format improve (the first Ultima came out in 1980 and lacked many of today's touches). The one



se do not come cheaply. Travel by land is not the only option available to you as you can purchase or steal a ship for water travel, and more modern forms of technology are

possible exception to this rule are the graphics, for some reason Ultima II comes in CGA format only. You still have the two levels of detail for both wilderness and town travel, but

now towns scroll in the same manner as the wilderness and cover a much larger area. To defeat Minax you must travel back in time via the gates to undo her evil machinations. The gates appear at timed intervals throughout the land and only through careful mapping can you progress (all Ultima games come with cloth maps of the land, all that is except the boxed trilogy of the first three games which has three cardboard maps). Dungeon exploits have been enhanced with shaded walls and the addition of towers which must be explored and plundered. When interacting with characters you are no longer limited to Kings and merchants, now you can initiate a conversation with anybody although most will just issue stock phrases. The final game in the Ultima trilogy is Ultima III. Here you face the son or what at first is thought to be the son of Minax and Mordain. The major difference in this game is the party of four adventures you control. This means the combat system had to change. Now when your party encounters a monster the action is magnified. In the combat area the two sides vie for position as you control your four heroes one after the other. The defeated monsters no longer automatically credit your account with treasure but leave behind chests which have to be opened with care as they are often trap-



ped. When traversing the land you will notice large areas appear black until you have an unrestricted view. This often leads you into dead ends and unexpected encounters. You still have the gates to aid travel but now they teleport you to various parts of the realm depending upon the conjunction of the moons. Once again the dungeons have been upgraded and now have solid coloured walls. The final enhancement is the magic system. You no longer have to purchase spells (although you now have to buy special items from the thieves guild and the oracle) but can cast any spell if you have the required number of spell points, which are slow to regenerate. After a gap of several years there came Ultima IV. By this time other roleplaying games had entered the market but by abandoning the hack 'n' slash mentality. Origin produced a product that remained distinct from the crowd. Having defeated the bad guys the land is at a bit of a loss, there are a few monsters to thump but no major villains. Your task this time is to obtain the Avatar - the perfect way of life encompassing all that is good. This means no slaughtering of innocent monsters you encounter on your travels as this will impinge on the purity of your warrior and your quest. You start your adventure by being plucked from your armchair and

transported into the gypsy wagon. Through the use of obscure cards and equally strange questions, your character is generated.

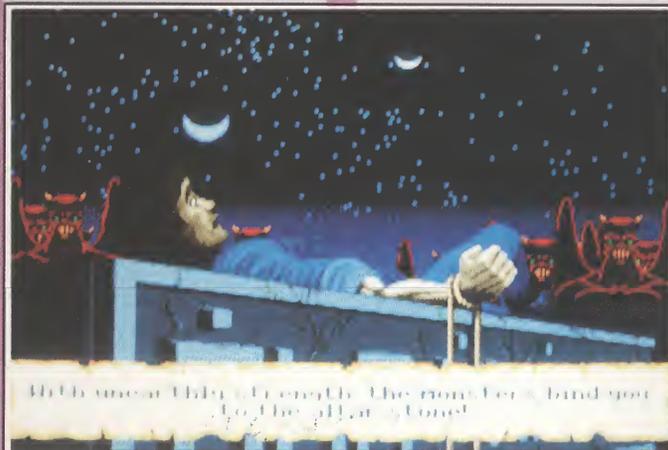
ster you find the system once more changed, as now you need the components of a spell (which must first be mixed) in or-

graphical effects of an unleashed spell have been enhanced as well as the general combat system. Instead of aiming your blow in one of the four cardinal directions you move the aiming cursor over your opponent and strike. Finally there is Ultima VI, but to put it bluntly it is a very different kettle of fish. For a start the land has been invaded by gargoyles, why you don't know, but it is your task as the Avatar to find out. The game is played on the city scale, which means all locations contain a lot more detail (this is helped by the MCGA graphics) and wilderness travel is a lot more time consuming. You no longer zoom in on combat as you are already on the combat scale but just draw your swords and start hacking. Through the use of the mouse and a series of icons you can split your party to perform individual actions, reorganise the marching order and order your men to attack or withdraw. Once the order to attack has been made you only control the central hero figure as all the other characters can look after themselves. When comparing the first Ultima to the latest you can't help but notice the major differences, but this goes to show that the game has evolved with the times and is as playable today as it was when the series first started.



Once in the realm of Sosaria you have to recruit fellow members of your party by engaging likely converts in conversation. The system has been improved and via a system of key words you can hold reasonably intelligent conver-

der to cast it. In Ultima V you find the land in dire straights with the disappearance of Lord British and an evil usurper on the throne. (Not that Blackthorn started out evil, but some decidedly dodgy characters from the under



sations. To find the Avatar you must become it by becoming the perfect warrior. Doing this requires much meditation and many a deed of valour, humility and so on. As a spell ca-

world have corrupted him). These Shadowlords must be defeated and to do so you must gather your companions of old. So it isn't so much that the spell system as changed than that the



CONSOLE CO

The all gaming console is becoming ever popular with the growing number of arcade addicts. We decided to expand our console coverage, starting with a look at the hardware and software available. This month Sega, Commodore and Atari, next month Nintendo.

The vast majority of computer owners buy their computers solely for the playing of games. This leaves a lot of wasted potential so why not go for the dedicated gaming machine, the console. It's cheaper, no keyboard or other frills, the cartridge system means you don't have to wait around for either tape or disk based software to load and you can buy portable versions so you need never be without your favourite shoot-em-up.

C 64 GAME SYSTEM

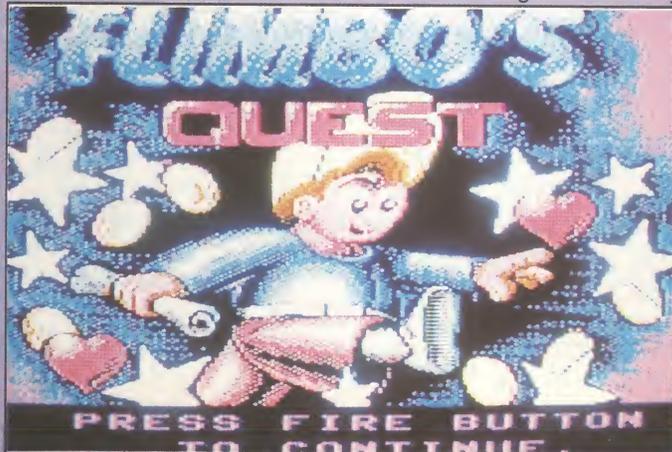
This is the newest console to hit the market for a very respectable £99.99. The C64 Games System is a C64 without a keyboard, cassette deck, disk drive and any other peripherals and interfaces you may care to mention with the exception of the cartridge port. As with the C64 it can plug straight into the TV or with the appropriation of the appropriate cable, a monitor. The pack comes with all you need to start playing provided you already have a TV. You get console to TV leads, power pack, a simple set of instructions (they may be simple but they cover all



you need to know), a rather cheap Cheetah Annihilator joystick and a game cartridge featuring four games. Unlike other console systems the C64 Games System does actually use real joysticks so any off the shelf stick will work. This also means that any peripheral that plugs into the joystick port on the C64 should work with the game system providing it is supported by the software. The

lack of a keyboard opens up some interesting design possibilities, but Commodore has gone for the simplest. Looking at this console you get the impression that a roller skate suitable fixed to the console would provide you with reasonable facsimile of a skateboard. Not the most imaginative design going but it looks fairly crisp and functional which is what it is. The cartridge certainly

solves a lot of the C64 loading problems. You no longer have to wait ten minutes for a cassette game to load or fork out considerable amounts of cash for the disk drive. It also means that when playing multi-level games there is no time delay between levels. Although this is true of all the consoles (they are all cartridge based) it really shows when playing your fave C64 game on this system. The lack of keyboard does mean you are unlikely to see many text adventures but the reduced cost and high speed loading should compensate. Setting-up the system is a simple matter of connecting the ariel lead, plugging in the power (which comes from the bulky external C64 power supply) and inserting the cartridge of your choice. The two joystick ports mean you can have simultaneous two player games. As a console system the C64 works and may well be an ideal gift for the impoverished game player. It has sixteen possible colours (five of which are grey), 64K RAM and two types of display. One is 160*200 multi-colour mode, the other is 320*200 hi res (but only two different colours in the same character square). The C64GS



CORNER



also features eight hardware sprites and reasonably good three channel sound. Exactly the same as the C64 in fact. There are a couple of minor problems or rather omissions. There is no pause button and to reset the machine to select a new game you need to turn the machine off and then on again.

C 64 SOFTWARE

The C64 Games System comes with one cartridge but it features four classic games, Flimbo's Quest, Fiendish Freddy's Big Top O' Fun, Klax and International Soccer. Flimbo's Quest is a cutie action game in which Flimbo must leap around the platform style world blasting the inhabitants. When dead the creatures often leave behind coins or special items. The coins are useful because they can be traded for extra powers in Dazz Bazian's shop. Here you

can upgrade your weapon, purchase limited invulnerability, extra time and other goodies. To progress through the magic land you must shoot the mutant monsters which then leave behind scrolls. Take these



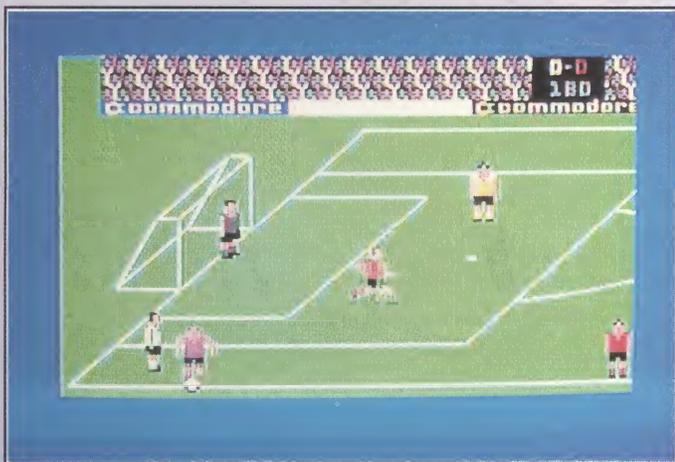
scrolls to the shop and you will build up the letters of a magic word that will allow you access to the next level. A fun game with quite large characters that should appeal to players of all ages. In the laugh a minute world of Fiendish Freddy you must save the circus from the property developers by staging a very special show. If this fails to earn enough

money to pay back the bank money owed then the bad guys win. Of course being bad guys they are not above playing dirty, enter Fiendish Freddy. This nasty little chap is a clown with a dangerous sense of humour. As

you perform he sabotages, often with disastrous but hilarious results. You perform various circus acts such as walking the tight rope, juggling or high diving and Freddy throws a spanner in the works, or more likely a bomb. After each performance a panel of clowns provide a few laughs in a violent manner and award you a cash score. It's a

good fun game but it did stop unaccountably at times and only a quick waggle on the stick would cause the action to resume plus the chart showing the many joystick positions for the various dives is missing from the manual. Klax is a puzzle game that involves coloured blocks, lots of them. As the blocks come down the conveyor belt you must catch them on your hopper. The hopper can hold around five blocks after that they fall off and if this happens too many times you lose a life. Collected blocks can be dropped into one of the five bins, each of which can hold five blocks. If all this continued without pause (as it does) then you would soon find yourself in dire straights. To remove blocks from the bins you must form patterns. One example would be three blocks of the same colour in either a vertical or horizontal row. There are a number of block eliminating patterns each harder to achieve than the last. To complete a level you must either achieve a





certain number of Klaxes (this is when the blocks disappear) or a certain type of Klax, or even a combination of the two. This is very much a puzzle orientated game that relies on quick wits and even quicker reflexes. International Soccer certainly brings back a few memories. I remember this way back in '83 when it was first released. Oddly enough it was on cartridge way back then as well. The semi 3D view of the pitch is pretty much the same then as it is now the only difference in this game is that the view is from the side not from above. Playing is a fairly simple affair, when the ball touches your player it sticks to him and you make a mad dash for the opposition's goal. Pressing the fire-button kicks the ball and if defending the goal mouth, causes your goalie to dive at the ball. The only other features of this simple but fun game are nine skill levels of computer opponent and the ability to customise the colour of your kit.

SEGA MASTER SYSTEM

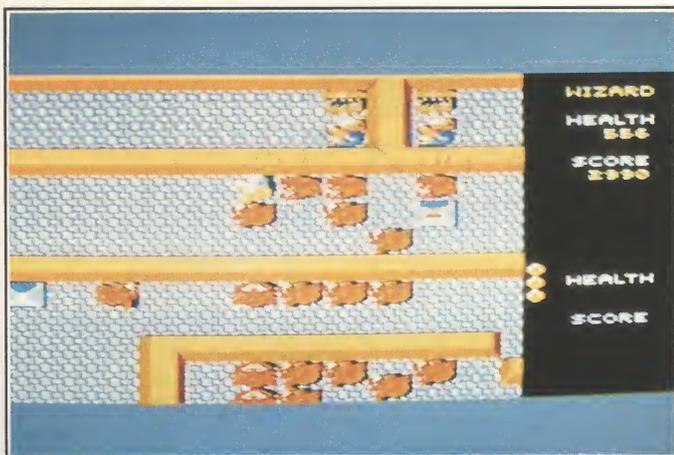
The Master System is by now a little dated and in fact has been superseded to some extent by its big brother the Megadrive but it still play a pretty mean game. Taking the systems age into account it is not surprising that it is firmly based on 8-bit technology. You have sixteen colours from a palette of 128 and three sound channels, very similar to the C64 System in fact. The big downer about the system are the two controllers you get with the package. These minimalist design jobbies come with two buttons and the infamous pad. I know a lot of console sticks use these pad as do the handbells but I can't get really enthusiastic with my

thumb. Preferences aside it is a lot harder to dodge an incoming missile through the use of cat like reflexes when limited to the use of your thumb. Thankfully there are a number of other control devices available for the Master System. The light gun provides the blasting action for the trigger happy, a yoke provides the steering and for those that require a proper joystick there are a number of special sticks which provide autofire and other essentials. If you really want to try something different you can try the 3D glasses. Unlike those coloured lenses of decades past this is a plug in unit that flickers in time with the flickering of the Sega unit. Not for those who prefer a clear head. Unlike the C64 Games System the Sega Master System was never intended to anything other than a console machine. As a result it has both reset and pause button on the machine. It can accept two type of cartridge, the bog standard variety and the super slim version which looks like nothing more than an overweight credit card. With both TV and monitor capabilities this is a machine of the eighties, nothing flash but it delivers the goods and at £79.99 for the basic pack and £99.99 for the light gun pack you really can't go wrong.

R-Type, was a classic

MASTER SYSTEM SOFTWARE

game that inspired a generation of shoot-em-ups. Nothing quite beats pumping a few laser bolts into the hide of a bloated monstrosity of uncertain organic origins and few games give you such opportunities as this. Well there were few games of this opportunity before R-Type now there are hundreds of the little buggers.



R-Type

There's probably a plot to this game but we can dispense with that and just start blasting. For that you have the standard shot laser, hold down the firebutton and this will build up into a mega pulse of devastating

wide shot, bouncing shot and so on. This is definitely a classic shoot-em-up which has converted rather well to the Master System. Gauntlet is another classic of days gone by. It's an arcade orientated dungeon



Gauntlet

avoidable but it is best avoided as it reduces valuable life points, that can only be regained by eating food. Other items such as special amulets which give temporary powers and keys all aid you in your quest in

search. The down side is that the room consist or platforms and lifts, get the lifts out of sync and you are in real trouble. Along these platforms trundle robots, contact with these is deadly. Not all robots follow the



R-Type

proportions. This stable hardware is not going to get you past the more mundane of the spaceborne attackers never mind the end level organic beasties. To boost firepower you must shoot a particular type of monster. This releases a pod which can be collected to give extra firepower. Some pods award specific things like missiles or extra speed most just increment your weapon. You start with a pod which can either be attached to the front or rear of the craft to act as a shield or left floating free to provide an extra gun. Other extras include 3-way lasers, orbiting shields and extra

bash in which one or two players can descend into the monster infested depths. Select a hero from warrior, wizard, valkerie or elf and prepare to bash. Each character has a different magic to physical ratio. The beefier the character the more physical protection they have and the harder they hit but characters with high magic values can wipe out screenfuls of monsters with just one magical potion. Bashing monsters is the main part of the game and this is best done with the ranged weapon each character comes equipped with. Fighting monsters hand-to-hand is not always



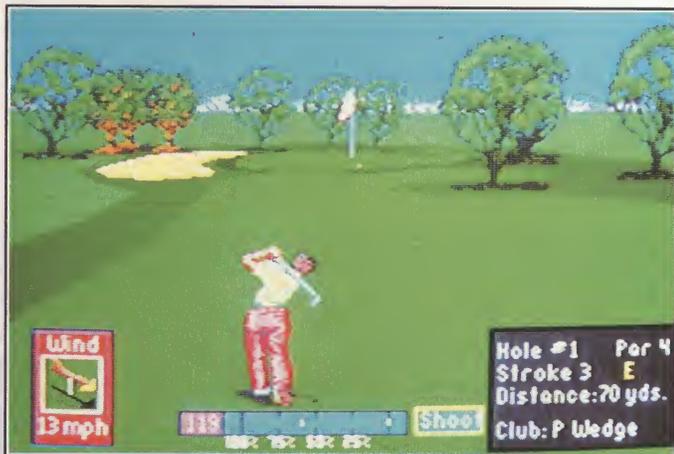
Gauntlet

this ancient classic.

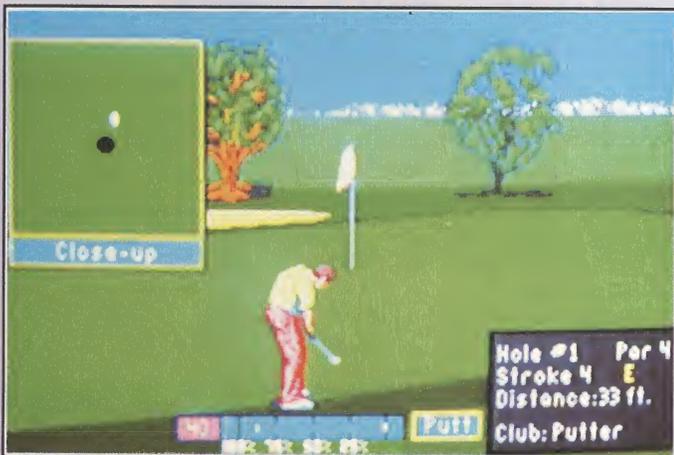
Impossible Mission is another classic oldie which even features some crude but understandable (just) sampled speech. After the dire warning and the manic laughter comes a game of death dealing robots, lots of platforms and puzzles. Your task is to shut down the HQ of the infamous Elvin. To do this you need a password and guess what, you first need to find it. As you travel up and down the complex in the lifts you will encounter side corridors which to lead to room. In these rooms you can find many pieces of office furniture that you can

same pattern, some patrol areas, other charge as soon as they see you and the most deadly fire electrical streams that will crisp all who venture too near. In you search for the password you will find lift resets and robot snoozes which can be inserted in computers to help you in your quest. Collected puzzle pieces must be inserted into the puzzle computer where you manipulate the shapes to form solid squares thus liberating codes. An action orientated puzzle game that still manages to entertain after all these years has only recently appeared (with

CONSOLE CORNER



Impossible Mission



Impossible Mission

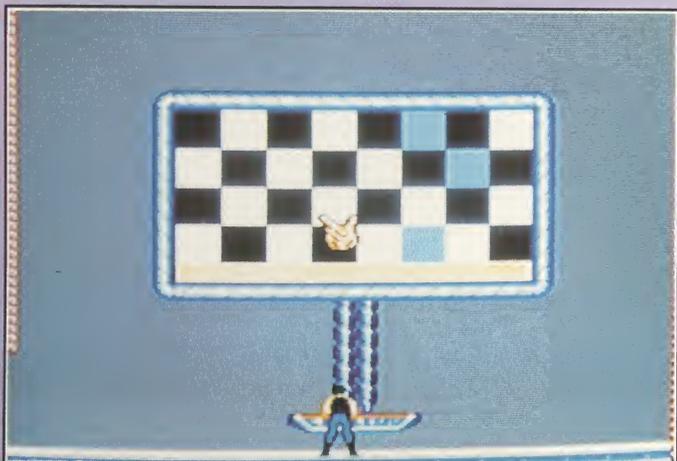
Gauntlet) on the Master System.

SEGA MEGADRIVE



The Megadrive is Sega's bid for the 16-bit console market. It certainly knocks the spots off the 8-bit consoles. With 64 colours on screen from a selection of 512 and a max of 64 sprites it may not quite compete with the top of the range home computers but it certainly gives them a run for the money. You still have that awful pad for movement on the controller but now the whole affair resembles a rather large black kidney. The three firebuttons, aptly named A, B and C do compensate to some extent for the lack of a keyboard giving the game designers that little bit more flexibility and you that little bit more choice. Unfortunately you only get one controller in the pack so if you want to use the second port and indulge

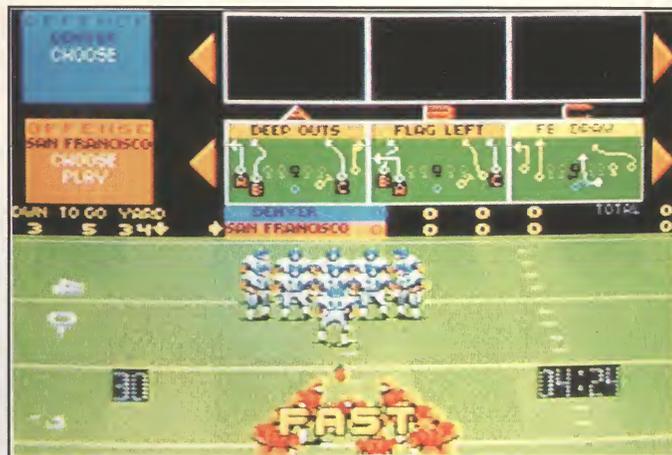
in a little two player blasting you have to fork out for a second. To take advantage of these enhanced graphics and the ten channel digital sound, (which is stereo when played through an appropriate set of headphones) you can connect the machine to either a TV or monitor. The console does have a reset button which saves you turning the power pack on and off every time you want to quit but alas there is no pause button. There are quite a few unusual extras for the Megadrive including converters which allow you to run the Master System cartridges, or one device that allows ten cartridges to be plugged in at once with a system of buttons for game selection. Other peripherals include the power stick



which resembles the basic controller but has autofire and a halfway decent joystick. Later in the year there is CD ROM, (although the Megadrive looks as though it should play CDs and not cartridges anyway) and you can even connect a modem for those long distance multi-player games. Priced around £149.99 it certainly competes with the other 16-bit game machines. It has the sonics and graphics to match, and all it needs to become a winner is some decent software support and from what I've seen of the Megadrive games so far it certainly has that.

MEGADRIVE SOFTWARE

PGA Tour Golf is the latest in a long line of golfing games, each with more bewildering features than the last. PGA has the features but it also has playability, a commodity prized above all else. There are four courses on which to compete with the other sixty pros, three existing in real life one fictitious. It's not the PC style graphics (even the Amiga version had PC graphics) that make the game but all those little touches that combine with good game-play to create a winning piece of software. You can practice any aspect of the game from the putting green to driving range, you also have three special type of shot to practice there, chip, punch and fringe putt. A quick zoom around the hole with the hidden cameras and you are ready to make the first shot of the tournament. The hitting of the ball is handled in the time honoured tradition of hitting the firebutton to start and stop the swing, as the bar returns you must stop it on the line or you will hook or slice your shot depending upon which side of the line



you stopped the bar. As your shot reaches the end of its arc the camera angle switches to the ball's destination to watch the ball land - a really nice touch this effect. Other camera tricks include the action replays in which the ball leaves a trail, overhead views of hole and an automatic contour view of the green. The last

a tournament with sixty other players is not something you do in a few hours so it is possible to save your game to the battery backed cartridge. One of the better golf games on the market. John Madden American Football is an all American game that features some of the smoothest camera panning I've ever seen, and all



option is essential, for when putting on the green you play on a flat surface but when you look at the contour map you may find the green actually has a forty five degree slope to the left. The putting works but it's not the most user friendly method ever used. Playing

done when the action is in full swing. Your basic options are to play a one off game, play a sudden death game (first team to score wins) or blaze the playoff trail. A pity you can't play an entire season, but still you can pick it up at the most exciting time. You have a be-



wildering number of plays and some novel methods of implementation. When using a passing play you have three small views at the top of the screen showing your three receivers. As the players run to their appointed places they wave their arms to indicate they are unmarked whilst you control the quarterback attempting to keep him out of the clutches of the opposition. Hitting the A, B or C buttons initiates the throw to the appropriate receiver. When not displaying your receivers the action is shown full screen with the camera angles often changing as the ball is kicked down the field into the waiting arms of another player. It's fast, smooth action all the way but you really need to be a fan to understand all the plays even if they are documented in the manual. There was also one rather amusing oversight by the programmers. When you boot up, John Madden is the coach of the Denver Broncos. You can in fact designate him to play any of the computer teams, even one called Los Angeles. Unfortunately you only have to look at the teams strip to realise that this is the Los Angeles Rams. John Madden was head coach of the Los Angeles Raiders.

THE ATARI LYNX

For those who like to play on the move the Lynx is a portable games machine. The screen may not be that large but it is full colour and the quality sonics fairly blast out. The machines statistics are rather impressive, it can have an unlimited number of objects on screen at once and has a palette of 4096 colours. Its 16MHz clock ensures it has the processing power to back up its potential. When gripping I

can only (yes again) moan about the joypad which I still don't like but in the case of a portable is acceptable, and the rounded ends of the machine are slightly too large to fit comfortably in the hand. Besides the joypad it has four firebuttons, two at the top, two at the bottom. This is to facilitate two player games, since each player has two buttons and between the two option buttons is the screen flip button so you don't have to play upside down. Although this may make simultaneous two player game a little tricky, if you really do want to play with a friend you can use the ComLynx system (a cable) to link several machines. The limit is dictated by the software not the hardware. With the addition of restart and pause that covers the buttons. The only other control you have are for the volume and brightness. The Lynx uses six AA



size batteries or a mains adapter for power and has headphone capacity so you don't get your face kicked in for disturbing your fellow travellers. You get around three to four hours playing time with batteries so it's advisable to expend a little cash and get some rechargables.

LYNX SOFTWARE

The Gates of Zendecon is a shoot-em-up of many diversities. One moment you are blasting your way through an undersea world filled with spiked wavy things and giant amoeba the next you are dodging and blasting growing crystal formations. The screen may be small (and hard to see if you don't get both the viewing angle and brightness correct) but this need and does not limit the software. Not only does the

screen scroll horizontally (good but not perfectly), but you also have some vertical movement. Using these vertical latitudes is advisable as different monsters inhabit different layers, especially in the undersea modules. The variety of this game is its one strength. It's a good shoot-em-up with all the lasers, bombs, satellites and multiples you could ever want. It's not just the number of different creatures you encounter depending upon which gate you use to leave a level that dictates which challenge you will face next. On some levels you may have to blast your way through asteroids, masses of small alien attack craft or slug it out with a singular and rather hostile mega being. Great graphics (especially the backgrounds), great sound, great game.



COMPUTER FUN RATINGS

Console	Hardware	Software	Availability	Value
Commodore C64 GS	C+	B	C	B
Sega Master System	B	B	A	B+
Sega Megadrive	A	A-	B	B
Atari Lynx	B+	B	C	B-

This ends this month's console special but as you may have noticed the Nintendo range didn't get a look in. Various parties are to blame for this but instead of naming names I'll just say tune in next month, where, PR company willing, it's Nintendo time.

PD Column

Welcome to the cheap and cheerful world of PD. This month we actually have some PC and ST PD, and of course, Amiga PD.

We start with a look at four tasty offerings on the PC from PC Serve. This is not strictly PD but Shareware, not a vast amount of difference but if you do find the software useful you send a small cash donation to the programmer and they keep you in touch with updates and other useful bits and pieces.

COMMANDER KEEN 1 (disk E153)

Eight year old genius Billy Blaze builds a spaceship and dons a football helmet to battle the evil Vorticons as the square jawed Commander Keen. To prevent

the invasion of the Earth Billy, sorry, Commander Keen must locate the missing parts of his spaceship and hottail it back home to give warning of the impending doom. To perform this heroic deed Commander Keen (it's really Billy with a helmet on) Must explore a maze and enter and buildings encountered. This takes the Commander into the platform and ladders part of the game. Using your variable leaping ability, your pogo stick and your laser gun you must bounce, leap and blast your way past man eating plants, bug like monsters with eyes on stalk and pit with pointy bit in the bottom, not to mention the dreaded Vorticons. Full EGA, VGA graphical support in this very playable and extremely colourful platform game.



Commander Keen



Super Fly

SUPER FLY (disk E127)

Time to call in the swat squad as the insect population explodes. With fly swatter in hand you must bash the ever increasing flies. Each time you eliminate a fly its body blocks a portion of the screen. These form barriers and if trapped by these rotting walls you can kiss a life goodbye. You don't always get to choose whether you want to hit a fly or not as a simple push against a fly will cause you to swat and at the rate these nasties tear around the screen accidents are likely. After a while you will get a super fly, swat this and you hit the next level. On later levels you get web building spiders, obstacles and loads more flies. A simple but fun game.

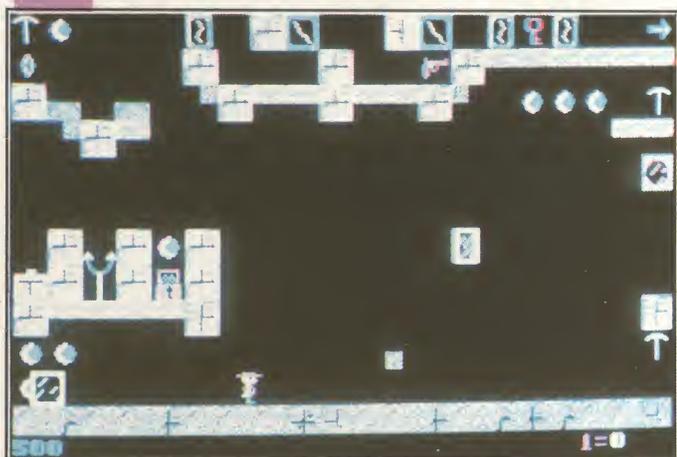
ARCTIC ADVENTURE (disk E204)

Forget Indiana Jones this is ace archeologist Nevada Smith. Fresh from his adventures in Pharaohs Tomb Nevada is hot on the trail of a viking treasure lost beneath the arctic waves. Nevada finds himself in some form of castle with lots of doors, many of them locked. By entering these doors the hero enters the wonderful world of platforms and ladders. These leapy screens are non-scrolling, if you make it to the exit you are either back in the castle maze or page flipped to the start of a new screen of leapy action. You have iced platforms, vicious vikings, killer penguins, traps, spikes, mysterious buttons and gun emplacements not to mention lods of gold and gems to contend

PD

Column

Alas poor Penelope, can Hugo rescue her from the dreaded haunted house. This is very much a poor man's version of a Sierra game. It has the large hero



Arctic Adventure

with. A little primitive, especially the CGA graphics, but still a fun game to play.

HUGO'S HOUSE OF HORROR
(disk E100)

who can be guided around the screen and house, simple text commands for manipulating objects and short animated sequences. This certainly is a house of horrors. You have vampires, werewoles and a number of witches enjoying a feast in the dining room and a mad



Hugo's House of Horror



ST Connexion

professor in one of the bedrooms who is more than happy to experiment on you. An enjoyable game with a few mecarbe twists, if you don't believe me just say hello to the butler. Next we look at a couple more non-Amiga releases as we hit the NBS catalogue.

ST CONNEXION
(disk SM575)

Jolly tunes abound with this selection of nine musical renditions. Not a lot of graphical accompaniment, just four bars which change height with volume of their respective channels. The complete lack of sampled effects doesn't detract from these tunes, not origial but well programmed. There is even an option to play tunes from extra modules.

LLAMATRON
(disk SG520)

Jeff Minter strikes again with this shareware version of Robotron. A simple game of mass destruction with

those bizarre monsters Mr Minter does so well. You have a static arena in which you must rescue lost sheep, goats and so on whilst blasting the homing monsters and obstacles. Each level has its own nasties be they coke cans, lama heads or plants plus several special nasties ranging from indestructible men, acid pools to mobile laser cannons. To aid you in your mission you have lots of extra weapons which appear sporodically, fast shots, 3-way shots, bouncing shots. You can even pick up a heart symbol which will enamour your flock and cause them to home in upon your current location. Simple but fun blasting action for the trigger happy. The next batch of PD goodies have three things in common, they are all on the Amiga, they are all by the Crusaders and they are all about music.

BACTERIA
(disk M070)

You've seen the CD emulators well here is a cassette deck emulation with loads of great atmospheric tracks.



Bacteria



Bass-o-matic

You've got sliders for adjusting the hi and lo output as well as that of the right and left speakers, pause, forward fast, rewind, next tune and so on. A nice touch is the rapid sonics when going forward or reverse in fast mode when play is still pressed. One of the better music disks. At one point in the obligatory scrolling message a short digitised animation scrolled across the screen. What was it you ask? Well it looked like two guys stuffing chips down their throats

**AUDIO X
(disk M076)**

Dr. Awsome strikes again with seven up-tempo tracks complete with toilets. Yes toilets. I've seen some unusual things bouncing around to the beat but this is

the first time I've seen a row of toilets lifting their lids in time with the music. Of the seven tunes six are originals the seventh a rendition of Smoke on Water by Deep Purple. And of course the scrolly message.

**CRUSADERS DOES GENESIS
(disk M231)**

Here's one for the Genesis fans, five classic (I assume they are classic since Genesis are not what you'd call my fave band) tracks. For the curious the five tracks are Mama, Afterglow, Abacab, That's All and Entangled. Graphically the demo is supported by short digitised animations of Genesis in action, Entangled has an anim showing the Spitting Image version of the band.



Audio X

**BASS-O-MATIC
(disk L612 • L613)**

Now this is a music demo with a difference. You get twelve tunes from the abundant minds of Fleshbrain and Dr. Awsome (busy chap), all quality stuff. A scrolly message that you scroll yourself with the cursor keys and is for once in plain text and does not bounce around and wiggle is therefore readable. A series of cartoons about a character named Calvin, I particularly liked the one where he sneaked out of his bedroom window in the middle of the night to a call box, he then rang his dad and said, "It's three in the morning and guess where I am." If all this were not enough you also get a miniaturised version of Space Invaders aptly named Bass Invaders. Well worth the two disks this offering comes on.

**EUROCHART
(disk L614)**

This one is not exactly a music demo, well not even close really but it does contain a few snazzy tunes. This odd offering is more a news disk and lots and lots of charts. Why the Crusaders would want to produce this is beyond me but it is

quite interesting. The bulk of the menu is taken up by the various charts, best arcade game, best strategy game, best music disk, best mega demos, and so on. When you are through with the charts you can get down to the serious business of reading the news. As would be expected the news deals with the various groups around the world and what they are currently doing. To round off the package you get the galley. Lots of digitised pics of group members, most in unusual poses. This is issue No.10 May 91 and well worth checking out if you are into the PD scene. Now the addresses.

PC Serve can be contacted at 1147 Greenford Road, Greenford, Middx, UB6 0DP. Tel (081) 423 2438.

NBS are at 132 Gunville Road, Newport, Isle of Wight, PO30 5LH, Tel (0983) 529594.

TROLLS BOTTOM

Never mind about last month and saving the world from hordes of undead minions, this month we move up in status and attempt to save the galaxy from hordes of psionic minions

As promised here is a rough guide to succeeding at MegaTraveller I: The Zhodani Conspiracy. Now if you can recall what I said in the review you will know that I did not particularly like the character generation system, so how do you get the best characters.

Weeeeell, the only answer is perserverance, or using the characters already provided. The latter method is quick and easy, and if you aren't bothered about using any old character then this is the one for you. In fact this group of characters is well balanced and there are experts at all the skills needed to operate the starship. The only failing is that they are a little low on personal firepower. The slow method is just that, slow. Most of the characters generated are fairly useless. But if you only accept characters with a stats total of about fifty or more they are almost guaranteed an enlistment of choice. For combat skills and personal development go for the marines. For other skills try the scouts, since you at least start with Pilot-1 on enlistment. But the best method is probably



Now you see me... now you don't.

a compromise, take time to generate one or two characters that you can call your own, and then use the pool for the remaining batch. Try

to go for personal enhancement, and remember that weapon skills can usually be increased by using retirement benefits. The skills



... and I thought it was just the UK Ed out to get me.

that your party will need are varied, but the most important ones are personal weapons, pilot, navigate, computer, turret weapon, engineer, medical, intrusion and grav vehicle. Skills can be increased after starting the game, but this is expensive and difficult, so don't bet on any worthwhile gains. So you have got your group organised, and you have just been shot to pieces by the heavies at the beginning, bad vibes or what? As soon as you have control over the characters run away. Head due east until all the opponents are out of sight, then set up everyones weapons and return to crisp the baddies. If you are particularly weak at combat it is possible to visit the armour shop first. TL12 vacc suits make pretty good armour, without being exorbitantly expensive like combat or battle armour. In any case you need to make a visit to this shop to purchase some form of vacc suit for the entire party. Many of the planets that can be visited have some form of lethal atmosphere (or even missing atmosphere) and so a vacc suit is mandatory. In addition a visit should defi-

nately be made to the weapon shop in the Grav city. This is situated at the north east corner of the world (I think that's the right term) and you will need to hire a grav vehicle from the hire shop. The weapon shop stocks every weapon there is (including that PGMP, which isn't really much better than a flashy laser) and for a price it's all yours. Then it's off to the ship and

a possibility, but only if you intend to spend a lot of time wandering around gas giants. Computer programs are already provided, and the only possible addition is Auto-Evade. Remember that you only have limited computer space, and thus the more exotic programs such as Predict-3 are too large to be used. Don't buy cargo, not only is this not particularly profitable but

hold. While you are about your business watch that fuel gauge, you don't want to run out of fuel, especially since some planets you land on may not allow you to refuel. Visiting other planets is a good idea, you never can tell what you might find, including a gem mine, a criminal hideout and a pleasure planet. Prices for the cargo will vary, but if pirated it is hard to lose money,

game, is in subsector C. Once you have built up a goodly stake it could be worthwhile to develop a trade in the more esoteric personal weaponry available, that means PGMP's. These are rather expensive to buy in the first place, but an investment could reap dividends, if you remember to include lots of ammo. The weapons are bought on a low law level world, such as

the great outer space. But before you go anywhere I would suggest trading in the poxy laser cannon that the Interloper mounts. The only sensible option is a pair of TL 13, PWR 50 beam lasers, and even they aren't

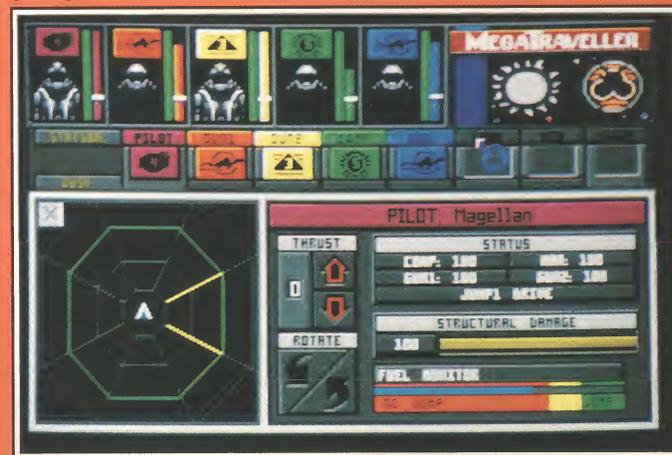
you may well be pirated and lose your stake. The only way to go is for a spot of piracy for yourself. This isn't as easy as it sounds, not because of the opposition but because of the difficulty in manoeuvring your ship.

unless you are a very heavy user of water. Make sure you visit lots of star systems because they vary even more than the planets. One good way of reducing costs is to find a system with a gas giant for refuelling, lots

the one you start on, and then sold where they are illegal. This will mean hassle with the police, but they are a pushover, and the profits are well worth it. Eventually you will have gathered enough money to get



Reach for a star.



Get fed information more regularly than meal times.

that powerful. Another good idea is a fuel purifier, as this halves the cost of fuel, and it's dead easy to recoup the cost. The fuel scoop is also

Still with a little practice you'll soon be taking on the merchants and robbing them blind. And a couple of ships pirated should fill your

of traffic, and a fairly rich planet in which to sell all the plunder. Incidentally if you want to use the starmap, Efate, where you start the

a Jump-2 drive and it's off to that planet you were supposed to visit. Now what was it's name again?

MARK ULYATT



There's so much to do you're spoiled for choice.



Megatravellers have been round the world and back millions of time.

Feature

HINTS-N-TIPS

Yo dudes, are you ready for some more crucial words from the Fun Beurea of Investigation, courtesy of ya host with tha most, Black Max ? Ya better be 'cos here's full solutions for Beasts I and II com'in at ya.

SHADOW OF THE BEAST II (Amiga)

First of all go left to the man sitting on the log, jump up and kill the creature that is pulling him up, ask about the barloom then go to the bottom of the hole on the rope and go left. At the second tunnel, slay the two giants and keep going left until you reach a money chest, hit this to get the money. Keep going left until you get to the Oasis, go in and get the flask of wine. Then go back to the starting screen and venture through the woods until you reach the rope. Don't go down the rope, go up the steps and onto the the bridge, kill the monster, pick up the axe and now you can go up the rope right to the very top and break down the barrier with the ball and chain (if you use the axe you will be sorry). Grab all the money and go back to the bridge to get even more money, go left and walk off the end and go right to the first floating rock you see there is only a thin layer of ground here so you must jump up and down until it falls through and then walk down the uncovered steps, follow the tunnel jumping over the the water, get the money which should by now amount to twenty four. Now switch your weapon from ball and chain to axe, you should have reached a bridge by now, so run as fast as you can over the bridge and chase the goblin for as long as you can, then jump up and down throwing the axe when you are in the air this should eventually kill the goblin who is turning the wheel. When the goblin is dead the floor will stop moving. Break down the door with the ball and chain, go up to the top and hit the lever on the wall, jump down and run to the left. When you reach the door you will see another lever, hit the the lever and release the chain. Then run back to the position you entered the door at, go left through the middle tunnel and slide down the chain, jump down and run right, get the key. Then go left where you will be captured and put in jail. Give the guard the flask of wine and wait until he falls asleep then break down the door with the ball and chain and kill him. Get the key and go up to the top of the chain, kill the goblin, go down half way release the prisoner from jail, then get the ring. Go to the top of the chain and jump to the right. And then tune in next month for the rest of the solution to Shadow of the Beast II.

Philip Hopkins, Gwent.

**Kick Off 2
(C64)**

Here's a cheat for all you footy fans who can't play but love to win. Press RESTORE when you are in possession of the ball and your team can never lose regardless of how many balls shoot into the back of your net.

Michael Pallet, Suffolk

**XENON 2
(PC)**

Highlight the graphics mode and press F7. Then while playing press I and now nothing can damage your shields.

Simon Hill, Solihull

**ELVIRA
MISTRESS OF THE DARK
(AMIGA)**

This is a cheat for infinite energy. Wait until your head is chopped off, you will be asked if you want to play again, take the disk out and click on yes, you will re-appear in the place you had your unfortunate accident with all the objects you may have collected before hand. Nothing can kill you now and you are still able to complete the game.

**SAINT DRAGON
(C64)**

Start the game as normal and kill yourself by crashing into the ground. Then abort the game by pressing P then Q. Do this a couple of times and you'll have infinite immunity.

David Mckinie, Huntingdon

**GHOSTS AND GOBLINS
(C64)**

On the credits screen type in DELBOY. Cheat mode activated then should appear on the screen, type the following for each of the levels.

F1 - Level 2 F2 - Level 3 F3 - Level 4 F4 - Level 5 F5 - Finishing screen

Darren Manley, Redruth

**ENCHANTED
LAND
(ST)**

On the credits screen, which Krugan is running on type TCB RULES FOREVER. Start the game and press the F3 button, a screen should appear with the words 'life force' written on it. Take your life force up to 32000 by using the cursor keys and you will find yourself having that much energy when you start by pressing the F2 button. This will also take you to the mix potions screen. Point the arrow at the potions you want to take and press space to get onto the end of the level guardian. Press the F4 button to kill it, press the F3 key to get onto the potion screen again. Before the game starts it will ask which level you want to start on from one to five.

Graham Haweks, Sutton.

HINTS-N-TIPS

SHADOW OF THE BEAST (Amiga)

From the start, run left through the forest until you encounter a door in a tree and go in. If you ignore the door and continue running left you'll be swallowed up by a large black hole. Inside the tree you should go right and jump over the flame which comes from behind. Continue right avoiding the tree roots. Ignore the ladder and jump over the gap. Go right, down, right, down. Now go left and down the first ladder you encounter, then go left and down the first ladder you encounter. Then go left and kill any nasties you meet on the way. Jump the gap at the end and collect the key. Then fall down the gap and run right. Collect the full strength potion and kill the two snakes. Carry on going right and climb all the way up the ladder, then go right, up, left, up, left, down and continue left. Kill the nasties then prepare to meet a rather vicious demon. Simply walk right up to him and punch his ball nine times to gain the plasma bolt. Of course you'll have to crouch every time he breaths fire. Go to the right and walk into the teleport. Now go up, left, up, right and prepare to meet yet another wopper of a beastie, normally the huge bonecruncher. Stay exactly where you are and press fire rapidly. The crusher only requires ten hits and is disposed of quite quickly. Now head right and kill the nasties while avoiding the huge spikes from above. Go up at the first opportunity, then go left until you find a switch, hit it so it points downwards. go right, up, then go left and pick up the key (watch out for the wasp). Now go to the far right and punch the oil drum to reveal some much needed strength. From here go left, down, right, down, right, up, jump over the snail, down left, left, duck under the lizards, then go down. Jump over the slug and fall down then . then go right, dodge the skulls, continue right and collect the full strength potion , go left and down. Now go right , down , left, punch the skulls, continue left, down, kill the crawler, up, left, down, kill the ghost, up right and collect the power punch. Go left, all the way down the ladder, right and get ready for the gargantuan ghoulie. This time it's the rather raucous red rhino along with the nasty spike! No tactics here. I personally run straight up to the rino and punch like crazy. By doing this I only ever lose two or three units of strength. Once he has been disposed of go right, through the door and climb the well shaft. The next section is a real toughie. It really is a case of learning the enemy attack patterns and the best way to defeat or avoid them. Punch most enemies when they are not at arms length, never let them get closer than that. You will encounter demons, bats, spikes, eyeballs, beetles, dragons, huge hands and some pillars (punch the pillars to reveal energy potions). When the castle comes into view don't go through the door, run to the right and collect the torch from the wall then go left and into the castle. If you get less than 15 units of strength at this point you will have to be extra vigilant. From the doorway go left, up, right and avoid the mines dropped by the space ships. Kill the two blobs, go right, down kill the snake, right, up (move quick

ly to avoid the squidgy blobs), left, drop down, left, kill the blob and avoid the cascading swords, then climb up the ladder. Head to the far right destroy the chest and collect the spanner. Then go to the far left, collect the strength, kill the ghost. Go as far left as possible and collect another strength potion. Then go right, down, left. Again pick up the strength. Continue right. Duck under the axes, down, right, fall down. Go left across the bridge, down to the far left and collect the gun from inside the chest. Now let's kick some serious alien ass! Go right and use the spanner to switch off the force field. Go up, left, fall down, left, up, right, down, left (shoot the torpedoes), down, right and ready yourself for the three headed dragon. If your timing is good you won't lose any strength. As with the bonecrusher, stay exactly where you are and shoot like crazy. Only the bottom head will cause you any trouble so jump. After the dragon meanie has been slain you will find yourself outside the castle for the final section. Again you find yourself on the grassy plains and its a simple case of running to the right. There are all manner of nasties to contend with such as ghosts, bats, demons, lobsters and skeleton warriors. Destroy the gravestones to reveal some more strength. Then it's on to the final challenge but this final encounter isn't too bad. As long as you're about two inches from the beast lords foot his lethal chain thing can't harm you so keep running backwards and forwards, hitting the toenail in bursts of three. As soon as the beast has been conquered you have the immense pleasure of sitting back and watching the rewarding ending sequence. Unfortunately the person who sent in this magnificent conquest of the Beast forgot to include a name and address.

So, if whoever it was would care to write a HANDWRITTEN letter, we'll be able to match it against the letter here and you'll get a massive £100 for this months star tip. Everyone else gets £20.

MEAN STREETS (Amiga)

Here are the full set of navigation codes for all you Mean Streets fans. Sonny Fletcher: NC 5170

David Pope: NC 6211

Maurice Gribble: NC 8231

Gideon Enterprises, Frank Schimming: NC 4650

John Klause: NC 7012 J

Saint Gideon: NC 3819

Sandra Larson: NC 4599

Bash Dagot: NC 4657

Blaze Weiner: NC 1715

Smiley Monroe: NC 3614

Aaron Sternwood: NC 0439

Carl Linskeys Office, USF: NC 4663

Wanda Peck: NC 4621

Larry Hammond: NC 4935

Ron Meat: NC 4525

Tom Griffith: NC 4590

Jerome Milbourn: NC 4623

Ed Bradley: NC 7312

Arnold Dweed: NC 4610 *

Ron Morgan : NC 1998

Jorge Valdez : NC 4931

Brenda Parry: NC 4577 *

Bosworth Clerk: NC 9932

Della Lang: NC 2111

Sam Jones: NC 0021

Peter Dull: NC 4674

Diamond Mine Map: NC 1700

Hotel Match Box: NC 5162

Bakersfield: NC 1710 *

Beach House: NC 6470

Greg Call: NC 4753 *

Carl Linsky's Home: NC 4660 *

Carl Linsky's Leased Warehouse: NC 4675 *

Cal Davis: NC 3720 *

California Lab: NC 8911

Lola Lovetoy: NC 4603

Robert Knott: NC 0132

Harry Rice: NC 1231

L.A, Bus Terminal: NC 5194

L.A, Mtc Office: NC 5034

Big Jim Slate: NC 4921 *

Apartment: NC 4605

Bazil Mallory: NC 2713

Melba Wieldbush: NC 4122

Strandford Demile: NC 31AA * = places to be searched

The main computer is at the MTC's main lab on Alcatraz : NC 4550.

To complete the game you must find all of the pass words, these are Orange - Checkmate Yellow - Queen Blue - Bishop Grey - King Purple - Knight

David Lillistone, Burnopfield

Letters



This month we are printing only one letter, which addresses a query a number of people have made regarding the magazine range, plus also a spot of golfing debate.

Dear Sir,

I recently purchased Computer Fun, I then purchased PC Fun. When I got home I noticed that the two magazines were identical, except for the front and back covers.

The price of the former is £1.25, and for the latter, the price is £4.99. I would be grateful if you could justify this difference in price for exactly the same magazine?

I am a PC user and expect a PC magazine to contain PC related articles, games reviews etc., but what did I find but reviews for the C64, Amiga and ST. Infact the reviews from page 28 to page 33 do not contain any PC reviews. How can you justify this?

I am a very keen golf player, my favourite being PGA Golf, and I would like to disagree with your reviewer Duncan Evans. If the ball does veer off at an odd angle I have always been able to explain why. If you have a look at the attached sheet you will see my stats which have been achieved without having to save my position against disaster. I think the reviewer only looked at the outside of the game and never played it in depth, or he just doesn't like golf games. In future wouldn't it be better for the reader if you could accurately review a game, or get a reviewer who could do the game justice, as PGA is the finest golf game at the moment.

A.James, Klanelli, Dyfed.

Ed Says:

If you all flick to the Editorial you'll see my explanation of Computer Fun and PC Fun. Basically Computer Fun is a multi-format magazine covering the ST, Amiga, C-64 and PC (a lot of people have more than one computer anyway) and general entertainment features. Our Editorial policy is to review every game on every format that comes into this office. That's why this month we are reviewing the PC versions of Golden Axe and F-29 Retaliator which have already been released for other computers. It applies to all the computers that we cover. When your format of a game comes out, we will endeavour to review it. Usually we are like nothing ever comes when it is supposed to.

As far as buying Computer Fun an PC goes, that is an unfortunate mistake. However, it does say on the FRONT COVER of PC Fun that Computer Fun is included free. And surely you actually looked inside the magazines to see that it was something you wanted to buy before you actually bought them for the very first time? The reason for the price difference is obvious. Computer Fun is a magazine selling at £1.25, but PC Fun is a game disk plus cover, plus a free copy of Computer Fun, selling for £4.99. We give you the magazine free if you buy the game. This applies to C-64 Fun, ST Fun and Amiga Fun. If you

don't fancy the original game (unlike every other magazine in Europe) we program for for you every month, then you can simply buy the magazine on it's own.

As for PGA Tour Golf, I, the humble Editor, reviewed it. The reason why I didn't give it to someone who liked golf games or had time to look beyond the surface was this: I have played and reviewed every single golf game released on the C-64 and 16-bit computers since 1986 when I first encountered Leaderboard on the C-64, a game without trees and sacenery, just greens in the middle of lakes. I've also played Nick Faldo's Golf on the Speccy and a few others back in 1983, but I don't want to go into that. I and my colleagues on Popular Computing Weekly played ST Leaderboard every night for six months when it was first released. I have PGA Tour Golf installed on both my PC and Amiga hard drives, and I have a copy on the Megadrive.

The finest golf game out on the market at the moment is Links (US Gold) which features utterly stunning graphics, but also sports a far more accurate golf system. Unfortunately the graphics take far too long to be drawn when running the game on anything slower than an 286 PC.

I think that also qualifies me to offer my thoughts on PGA Tour Golf, don't you? So okay, about the ball veering off at odd angles. I'm afraid that you are completely wrong and that the ball does just that. If anyone at home with a PC (the Amiga and Megadrive

versions are more reliable but not completely) wants to try this, simply select the driving range and do this. Hit the ball for about 80% and let the indicator come back down for a slice. Do it ten times. Does the ballgo off straight and then veer to the right like t should if you slice the ball? No, not all the time. Sometimes it does, sometimes it goes right at 45 degrees from your position and continues to bend right.

Othertimes it actually goes 45 degrees left and bends back in so it lands straight ahead. How the hell are you supposed to purposely hook and slice the ball around trees and obstructions, avoiding hazards etc., if there is only a 33% chance that the ball will go where it is supposed to go. Try using 80% power and hooking the ball by the same amount each time. Same result but with a left curl. It can go up in the middle, to the left or to the right. It's poor luck. That is not the "finest golf game available" if you ask me.

When putting there are also vagaries in the gameplay. I've occasionally hit the ball with ten feet of power at a hole seven feet away up for a four inch slope, and had the ball stop after five feet. But most of the time it goes up too far and if you hit it with any more force overshoots.

Basically the programmers have introduced this variability because otherwise the game is to easy.

If anyone else wants to add to this debate or has any other views they want to air, send them to the letters page at the address at front of the magazine

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ISSUE 4 - JULY 1991

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INSTRUCTIONS C64 FUN

FIRE PIT

After loading the game, the title screen appears in which you can switch between music and background noise by pressing F5 and select the 1 or 2-player mode with F7. You play against the computer in the 1-player mode. This is indicated by a robot shown in the title screen as the second player.

Only a press of the firing button is needed to land you right in the game. The left hand figure is controlled by a joystick in port 2, player 2 is controlled by the computer or a joystick in port 1.

The two players stand or rather float opposite each other and can be moved in any direction.

Operating the firing button causes the figure to hurl the current weapon (sword, hatchet, axe etc.) towards the opponent. To collect better weapons, it is important to watch the dragon beside the figure. If this stretches out its hand, the player must be moved as quickly as possible to the dragon to receive a new weapon. The more powerful the weapon used, the more the opponent is weakened by a strike.

The strength of the two players can be seen from the bars at the top edge of the screen. Once a player's energy reaches zero, he plunges into the flames and loses a life. The game is finished in this case. If you are playing against the computer, however, you face 10 opponents, who can occasionally react more strongly and faster.

Reaching a high score gives you the opportunity of entering your name in the high score list. This is done by moving the joystick to the desired letter and pressing fire. The entry is completed by pressing the key with the bent arrow.

PROJECT SOL

Your task in this game is to collect as many "parts" as possible using jump'n'run techniques with a robot in a tunnel; putting these parts together gives an equation for rescuing the ozone layer.

In searching for the parts, you must be careful not to get lost in the crooked passageways of the tunnel.

Dangerous opponents do everything in their power to stop you successfully completing your mission. Although you have a lasergun, which must be reloaded with suitable extras from time to time, your comparatively small opponents are difficult to hit with it.

Besides the parts, laser extras, extras for topping up on power and increasing the number of points, there are also stones on which your robot moves and holes which it can fall into if you don't jump over them.

The stones marked with symbols have the following functions:

- P ... one "part" more
- S ... increase number of points by 200
- E ... top up power by 8 divisions
- L ... top up laser power by 8 divisions

You win an extra robot for 100 parts, i.e. a bonus life.

Your robot is controlled by a joystick in port ...2. Left/right moves the robot in the corresponding direction. Pressing upwards makes the robot jump and a laser round is fired by pressing the firing button.